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# BYTLEN KAITOS

ETERNAL WINGS

AND THE LOST OCEAN

OFFICIAL STRATEGY GUIDE

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rating from  
the ESRB:



COVERS NINTENDO GAMECUBE™

BY DAVID CASSADY







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# The End is Near...

## Baten Kaitos

1. An orange giant in the Cetus constellation 260 light years from Earth
2. The belly of the whale

Ancient legends tell of an evil god that swallowed the ocean. A group of powerful wizards confronted the god and sealed his power into five End Magnus. The End Magnus have long been forgotten and tales of the battle against Malpercio are little more than folk lore. However, evil still exists and even men of power are not immune to temptation and greed. Prophecies have foretold of the evil god's resurrection and none shall escape his renewed wrath.

The task ahead is not an easy one. *Baten Kaitos* is an RPG unlike any other with a unique battle system and countless hidden items sealed within the game. This guide will help you unlock the secrets of the Magnus and unleash their true power. Discover the best combinations for every boss. Explore every side event and earn every reward. Create new Magnus by carefully combining those already under your control. See the true secrets hidden deep within *Baten Kaitos*.





# The Basics of Baten Kaitos

This section helps new players settle into this unique system as quickly as possible. Read the game manual first. This section is not meant to take the place of the game's manual.

## Combos

Pay close attention to the Spirit Numbers on Magnus when attacking and defending. The numbers can be used to create combos much like one would do with a deck of playing cards when playing poker or solitaire. Combos provide a percent-based attack or defense bonus that significantly alters the amount of damage caused or blocked. The bonuses can be as small as 9% or as devastating as 306%. Combos are the difference makers in most battles.



## Prizes

Straights are worth more than pairs, but multiple pairs can be played in the same attack. For instance, a character can collect a 2 Card bonus and a 5 Card bonus at the same time. However every Magnus that's played must be a part of a pair to receive the bonuses. Straights cannot be combined with any other combo.

Combo	Offensive Prize %	Defensive Prize %
2 Cards	10	-9
2 Cards with 9	15	-13
2 Cards, 2 Pairs	13	-11
2 Cards, 3 Pairs	26	-20
2 Cards, 4 Pairs	40	-28
3 Cards	21	-17
3 Cards with 9	31	-23
3 Cards, 2 Pairs	39	-28
3 Cards, 3 Pairs	65	-39
4 Cards	33	-24
4 Cards with 9	49	-32
4 Cards, 2 Pairs	64	-39
5 Cards	45	-31
5 Cards with 9	67	-40
6 Cards	57	-36
6 Cards with 9	85	-45
7 Cards	69	-40
7 Cards with 9	103	-50
8 Cards	81	-44
8 Cards with 9	121	-54
9 Cards	93	-48
9 Cards with 9	139	-58
2 Straight	13	-11
2 Straight with 9	19	-15
3 Straight	28	-21
3 Straight with 9	42	-29
4 Straight	45	-31
4 Straight with 9	67	-40
5 Straight	64	-39
5 Straight with 9	96	-48
6 Straight	86	-46
6 Straight with 9	129	-56
7 Straight	111	-52
7 Straight with 9	166	-62
8 Straight	139	-58
8 Straight with 9	208	-67
Final Straight Sunset (9~1)	255	-71
Final Straight Sunrise (1~9)	306	-75



## Deck Construction

Building a Deck is simple, but has much to do with the characters and the Magnus available to them. The first thing to consider is the enemies in an area. Every enemy has strengths and weaknesses. The Decks should be constructed to take advantage of the weaknesses and to avoid playing to the monsters' strengths. For instance, if the monsters have a weakness against Fire and are partially immune to Water, the Deck should primarily contain Fire Magnus and very few Water Magnus, if any at all.

The next step is to add offensive Magnus. The number put into a Deck is based on the character. Kalas and Gibari do well with Decks that are 75 to 80% offensive Magnus, because their offensive Magnus can also be used for defense. The other characters rely on defensive Magnus, so their Decks should be no more than 55 to 60% offensive Magnus.

Place defensive Magnus into the Deck next. Kalas and Gibari don't need defensive Magnus, but a true defensive Magnus blocks more damage than their weapons so it's worth adding a few. Their Decks should be no more than 5% defensive Magnus. The other characters rely solely on defensive Magnus to protect them, so their Decks must be around 25% defensive Magnus.

That leaves items that heal, protect, and cause status changes. Fill the remaining 15% of the Deck with these items. More than half of them should restore lost Hit Points. Check these Magnus often. These are the Magnus that tend to transform over time and can become worthless. They'll need to be replaced regularly.

There are a few other considerations. Special Attacks are great, but don't fill a Deck with them. They can only be played after other Magnus have started a combo. Putting too many in one Deck cripples the character. Two or three is plenty even at maximum Deck Capacity. Also consider the status effects caused by enemies. Fire-based enemies tend to cause Flames. Water-based enemies tend to Freeze their victims. Add healing Magnus that guard against negative status effects that are common to the enemies in an area.

## Level Up and Experience

Wondering if anyone in the party is ready to level up? Use the following chart to see if a trip to the church is in order. To use the chart check each character's status screen and look for the amount of Exp the character has earned. Check the number against the table. The character is ready to level up if the experience earned is higher than the amount shown for the next level.

Level	Experience	Level	Experience
1	—	51	1,014,590
2	80	52	1,100,000
3	170	53	1,190,610
4	280	54	1,286,420
5	420	55	1,387,430
6	600	56	1,493,840
7	830	57	1,605,650
8	1,100	58	1,722,860
9	1,420	59	1,845,470
10	1,800	60	1,973,680
11	2,250	61	2,107,490
12	2,785	62	2,248,900
13	3,420	63	2,391,910
14	4,170	64	2,542,720
15	5,050	65	2,699,330
16	6,090	66	2,861,740
17	7,400	67	3,029,950
18	9,100	68	3,204,360
19	11,310	69	3,384,970
20	14,160	70	3,571,780
21	17,790	71	3,764,790
22	22,420	72	3,964,200
23	28,200	73	4,170,010
24	35,180	74	4,382,220
25	43,410	75	4,606,930
26	52,940	76	4,831,640
27	63,820	77	5,056,350
28	76,100	78	5,281,060
29	89,860	79	5,505,770
30	105,180	80	5,730,480
31	122,140	81	5,955,190
32	140,900	82	6,179,900
33	161,560	83	6,404,610
34	184,220	84	6,629,320
35	208,980	85	6,854,030
36	235,940	86	7,078,740
37	265,250	87	7,303,450
38	297,060	88	7,528,160
39	331,520	89	7,752,870
40	368,780	90	7,977,580
41	408,990	91	8,202,290
42	452,300	92	8,427,000
43	498,910	93	8,651,710
44	549,020	94	8,876,420
45	602,830	95	9,101,130
46	660,540	96	9,325,840
47	722,350	97	9,550,550
48	788,460	98	9,775,260
49	859,070	99	9,999,970
50	934,380		



Characters also advance in Class Level, which changes the number of Magnus the characters can hold in their Decks and Hand, and increases the maximum number of Magnus that can be played in a combo. The increases breakdown as such:

Class Level	Deck Capacity	Hand Capacity	Combo Max	Time Limit*
1	20	3	2	—
2	25	4	3	—
3	30	5	4	30 sec.
4	40	6	5	10 sec.
5	50	7	6	7 sec.
6	60	7	9	5 sec.

\*The Time Limit is the amount of time allowed for the first Magnus to be played. The character passes if time expires before an action is taken.

## Taking Photos

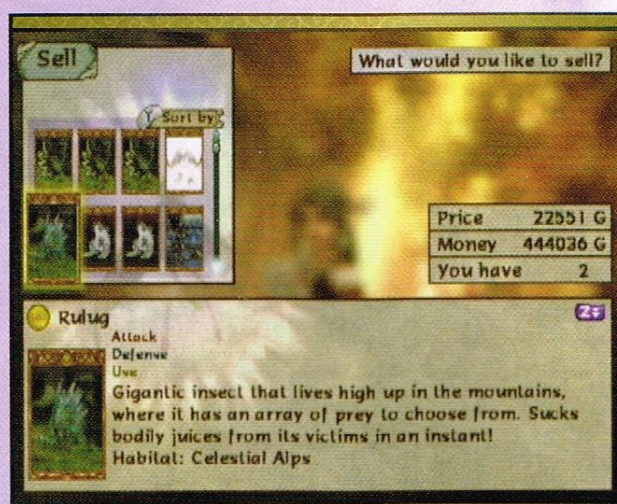
Although the party can sell Magnus to earn money, the real money is in monster photos taken during battle. Place a Camera Magnus in a player's Deck and use it on the enemy just like a weapon to snap a shot. Photos can be taken at any time and of any creature. Collect the photo after the battle instead of Magnus that are dropped by the enemy.

Many factors play into the value of photos. The most obvious is the monster itself. Weak monsters aren't worth much, but as the creatures become more challenging the values increase. Bosses are also worth more than the creatures around them.

Light plays a huge part in value. Notice the photo ratings with each monster and map. This rating provides a general idea of how dark or light the creature and the area are. 5 is the base number. When the ratings on a creature and a area equal 5, full value pictures can be taken without adjusting light levels. Anything under 5 is too dark and anything above is too bright. Lower the light by playing Dark Magnus of any type and brighten the area by using Light Magnus. It takes some playing around to find the exact adjustments, but think of each Magnus as a 0.5 adjustment. However, higher powered spells cause a greater change.

Agility also plays a factor. Characters with a high Agility

are less likely to have blurred photos. Blurred photos are nearly worthless. Having a better camera also helps so scrap the lesser cameras if you're concerned with taking perfect pictures.



### Photography is an Obsession

Don't get obsessed with taking perfect pictures unless it's a part of the game you really enjoy. Taking boss photos and a few pictures of enemies in each area is usually all that's necessary to ensure the party has plenty of money throughout the game. Perfect photos are fun, but far from essential.

There are also rare photos of each of the party members. Photos of the main characters aren't worth much normally, but there's a 5% chance that a party photo will catch a character with a smile. These photos are worth more than most enemy photos throughout most of the game, but are eventually surpassed. Mizuti is an odd exception because of the mask. A rare Mizuti photo can only be taken when the mask is off, which happens once in the entire game.





# Kalas

He's the most versatile of the six main characters. He has a wide variety of offensive Magnus featuring every element, which allows him to be an effective part of any battle. His defensive capabilities are also outstanding since a large number of his offensive Magnus can also be used for defense. The only downside to Kalas is that many of his best offensive Magnus have a limitation on when they can be played. Magnus like the Duel Sword, Ray of Truth, and Death Pendulum can only be used on the second move of a combo or later. Place too many of them in his Deck and it cripples him. Pay close attention to the combo limitations. Ensure that there are at least twice as many Combo 1 Magnus than Combo 2 Magnus in his Deck and he should be fine.

## Special Attacks

**I Blue Storm**

—	RND 1~8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 2	CMB —

Wind-based finishing move mastered by Kalas. Releases a whirlwind from the tip of his sword, engulfing and slicing the enemy apart.

**II Shadow Wings**

—	RND 1~8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Darkness-based finishing move mastered by Kalas. Releases a wave of shadowy ravens that swarm and tear the enemy to shreds.

**III Energy Wave**

—	RND 1~8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Wind-based finishing move mastered by Kalas. Shoots a wave of energy into the ground from the tip of his sword, which explodes around the enemy on impact.

**IV Flash Explosion**

Even	RND 1~8	ATK 120 (100)	DEF —
RND 1~8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Fire-based finishing move mastered by Kalas. Focuses energy on his sword and ignites the resulting mass, engulfing the enemy in flames.

**V Water Blade**

Odd	RND 1~8	ATK 145 (120)	DEF —
RND 1~8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Water-based finishing move mastered by Kalas. Creates a blade out of pure water, easily slicing through whatever protection the enemy may have.



**VI Dream Blade**

RND 1~8	RND 1~8	ATK 172 (140)	DEF —
RND 1~8	RND 1~8	EFF —	EFF —
RND 1~8	RND 1~8	CMB 4	CMB —

Time-based finishing move mastered by Kalas. Invokes energy within the earth to create hundreds of phantom blades, sending them flying towards the enemy.

**VII Fangs of Light**

RND 1~8	RND 1~8	ATK 205 (160)	DEF —
RND 1~8	RND 1~9	EFF —	EFF —
RND 1~8	RND 1~9	CMB 5	CMB —

Light-based finishing move mastered by Kalas. Collects light, focusing it on his body and blade, and releases it to catch the enemy in a swirling column of light.

**VIII Chaotic Illusion**

RND 1~9	RND 1~8	ATK 235 (180)	DEF —
RND 1~9	RND 7~9	EFF —	EFF —
RND 1~9	RND 7~9	CMB 5	CMB —

Time-based finishing move mastered by Kalas. Countless overlapping traces of his sword's path confuse the enemy and allow him to tear through its defenses.

**IX Wing Guardian**

RND 7~9	RND 1~8	ATK 275 (200)	DEF —
RND 1~9	9	EFF —	EFF —
RND 1~9	9	CMB 7	CMB —

Wind-based finishing move mastered by Kalas. A lightning-speed rushing attack which sends him flying through the air, sword first, as if he were a human bullet.

## Class Level Magnus

**Wild Strawberry**

Required for raising Kalas' Class Level to 2.

A fully grown wild strawberry is only the size of a marble, but succulent and tasty nevertheless.

**Mana Stone**

Required for raising Kalas' Class Level to 3.

This shimmering orestone consists of concentrated mana.

**Coral Plant**

Required for raising Kalas' Class Level to 4.

This plant is named for its red fruit, reminiscent of coral undulating in the ocean.

**Ancient Branch**

Required for raising Kalas' Class Level to 5.

Ancient wood gives the impression of time itself being sealed within.

**Azure Sand**

Required for raising Kalas' Class Level to 6.

A mysterious sprinkle of sand that glows with an azure tint, valued highly among collectors.



# Xelha

Xelha wields powerful elemental spells, which are capable of causing devastating damage. She has access to every element and her Deck can be customized to fit any situation. She makes it easy to take advantage of enemy weaknesses, since most of the damage she causes is elemental. However, she's at a real disadvantage when facing enemies with a resistance to elemental attacks. Xelha's defense is poor. None of her offensive Magnus can be used to defend, so she must rely heavily on defensive Magnus, which limits the number of offensive and item Magnus she can carry into battle.



## Special Attacks

**I Dance of Light**

—	RND 1-8	ATK 45 (40)	DEF —
—	EFF —	—	EFF —
—	CMB 2	—	CMB —

Light-based arcane spell mastered by Xelha. Invokes a shower of purifying light from the heavens and brings it down on the enemy.

**II Sparkle of Life**

—	RND 1-8	ATK 70 (60)	DEF —
Even	EFF —	—	EFF —
—	CMB 3	—	CMB —

Light-based arcane spell mastered by Xelha. Invokes the forces of nature and focuses them on Meemai, who flies through the air and smashes into the enemy.

**III Soul Flash**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	EFF —	—	EFF —
—	CMB 3	—	CMB —

Light-based arcane spell mastered by Xelha. Raises Meemai above her head as a focus for her energy, bombarding the enemy with explosive spheres of light.

**IV Dancing Flames**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Fire-based arcane spell mastered by Xelha. Invokes the power of flame spirits present in the atmosphere, creating balls of fire which converge on the enemy before exploding.

**V Dark Embrace**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Darkness-based arcane spell mastered by Xelha. Summons spheres of darkness from another dimension and sends them to engulf the enemy and drink from its soul.

**VI Whispering Wind**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Wind-based arcane spell mastered by Xelha. Summons the spirits of the wind in the form of countless white butterflies, which engulf the enemy and turn into revolving blades.

**VII Bells of Fate**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 5	—	CMB —

Time-based arcane spell mastered by Xelha. Accelerates the flow of time around the enemy, causing rapid aging and depleting its energy.

**VIII Seal of Water**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	EFF —	Death (100%)	EFF —
—	CMB 5	—	CMB —

Water-based arcane spell mastered by Xelha. Conjures droplets which turn into columns of water around the enemy, causing death by suffocation.

**IX Wheel of Light**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	EFF —	—	EFF —
—	CMB 7	—	CMB —

Light-based arcane spell mastered by Xelha. Conjures numerous spheres of light and sends them smashing into the enemy.

## Class Level Magnus

**Shrike Statue**

Required for raising Xelha's Class Level to 2.

The shrike's elongated tail allows it to maneuver nimbly in the air, swooping down to snatch its prey from the

**Heron Statue**

Required for raising Xelha's Class Level to 3.

A statue of a heron, resting its wings on a mountaintop. Reminiscent of a monk in silent meditation.

**Falcon Statue**

Required for raising Xelha's Class Level to 4.

Once targeted by a falcon's keen eyesight, its prey is doomed.

**Rarebird Statue**

Required for raising Xelha's Class Level to 5.

A statue of a rare bird, classified as a protected species to prevent extinction.

**Linnet Statue**

Required for raising Xelha's Class Level to 6.

A statue of a linnet, about 6 inches high, with a characteristic patch of red feathers on its chest.



# Gibari

Gibari is a powerful fighter, capable of outstanding damage both elemental and neutral in nature. His defense is exceptional. Every one of his paddles can be used to defend or attack, so defensive Magnus are completely optional in his Deck. Although he can get offensive Magnus of any element his primary elements are Water and Wind. Chrono and Fire paddles are rare and nearly nonexistent. Leave him out of battles that require these elemental types.

## Special Attacks

**Dragon Uppercut**

—	RND 1-8	ATK 45 (40)	DEF —
—	EFF —	—	EFF —
—	CMB 3	—	CMB —

Water-based finishing move mastered by Gibari. A fierce charging move powerful enough to awaken the dragon said to lurk within the subterranean waters.

**Crystal Shot**

—	RND 1-8	ATK 70 (60)	DEF —
Even	EFF —	—	EFF —
—	CMB 3	—	CMB —

Water-based finishing move mastered by Gibari. Creates a large block of ice, sending it square into the enemy with his paddle.

**Explosive Paddle**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	EFF —	—	EFF —
—	CMB 3	—	CMB —

Fire-based finishing move mastered by Gibari. Leaps high into the air and launches his paddle at the enemy's feet, causing a fierce explosion on impact.

**Smash Tackle**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Time-based finishing move mastered by Gibari. Rushes the enemy like a raging bull, the impact being powerful enough to send the target reeling.

**Whirlwind Hit**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Darkness-based finishing move mastered by Gibari. Strikes full force with his paddle, sending the enemy spinning into oblivion.

**Spiraling Gale**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
—	CMB 4	—	CMB —

Wind-based finishing move mastered by Gibari. Spins like a top before striking the enemy, turning the target into mincemeat regardless of its armor.



**Pendulum Blast**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
—	CMB 5	—	CMB —

Light-based finishing move mastered by Gibari. Focusing energy on his own head, delivers a devastating head butt, sending targets into the next life.

**Nemesis Fall**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
—	CMB 5	—	CMB —

Darkness-based finishing move mastered by Gibari. Leaps high into the air and smashes the ground with his paddle, sending rocks flying as he descends.

**Ultimate Geyser**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
—	CMB 7	—	CMB —

Water-based finishing move mastered by Gibari. Catches the enemy in a deadly spiral, reminiscent of a geyser spurting fiercely from the earth.

## Class Level Magnus

**Shark Tooth**

Required for raising Gibari's Class Level to 3.

A tooth from a shark that has claimed countless prey, a symbol of the wearer's readiness for battle.

**Scarlet Shell**

Required for raising Gibari's Class Level to 4.

A scarlet-colored shell that is said to bring good fortune to the bearer.

**Catfish Whiskers**

Required for raising Gibari's Class Level to 5.

The catfish's alleged ability to predict earthquakes makes it a symbol for avoiding disasters.

**Buoy of Light**

Required for raising Gibari's Class Level to 6.

A rare, magical buoy that shines with an internal light.



# Cyude

Lyude isn't an offensive juggernaut like Kalas, Gibari, and Savyna, nor is he capable of the devastating elemental damage of Xelha and Mizuti. Most of his offensive Magnus are neutral-based, but he excels when facing opponents with a severe weakness to Light or Dark elements and those with a strong elemental resistance. Unfortunately none of Lyude's offensive Magnus can be used for defense, so he must rely heavily on defensive Magnus, which limits the number of offensive and item Magnus he can carry.

## Special Attacks

**I Overture**

—	RND 1~8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based finishing move mastered by Lyude. Fires a continuous beam while shifting his weapon upwards, slicing the enemy vertically.

**II Concerto**

—	RND 1~8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based finishing move mastered by Lyude. Fires a series of shimmering spheres which curve around to strike enemies regardless of cover.

**III Sforzando**

—	RND 1~8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Darkness-based finishing move mastered by Lyude. He gives in to his rage, usually kept in check by rationale, repeatedly striking the enemy in blind fury.

**IV Diminuendo**

Even	RND 1~8	ATK 120 (100)	DEF —
RND 1~8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to soar high in the sky, delivering a mighty dropkick to the bewildered enemy.

**V Intermezzo**

Odd	RND 1~8	ATK 145 (120)	DEF —
RND 1~8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Light-based finishing move mastered by Lyude. Throws floating mines into the air which he promptly shoots, causing a barrage of explosions.

**VI Crescendo**

RND 1~8	RND 1~8	ATK 172 (140)	DEF —
RND 1~8	RND 1~8	EFF —	EFF —
RND 1~8	RND 1~8	CMB 4	CMB —

Darkness-based finishing move mastered by Lyude. Lays suppressive fire on the enemy, following up with a series of powerful kicks to remove the opposition.

**VII Rhapsody**

RND 1~8	RND 1~8	ATK 205 (160)	DEF —
RND 1~8	RND 1~9	EFF —	EFF —
RND 1~8	RND 1~9	CMB 5	CMB —

Light-based finishing move mastered by Lyude. Fires a special projectile which bursts into a holy symbol on impact, gathering light and severely damaging the target.

**VIII Presto**

RND 1~9	RND 1~8	ATK 235 (180)	DEF —
RND 1~9	RND 7~9	EFF —	EFF —
RND 1~9	RND 7~9	CMB 5	CMB —

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to land a painful drop kick on the enemy.

**IX Finale**

RND 7~9	RND 1~8	ATK 275 (200)	DEF —
RND 1~9	9	EFF —	EFF —
RND 1~9	9	CMB 7	CMB —

Light-based finishing move mastered by Lyude. Only available to master marksmen, an illusionary weapon is summoned, firing sacred shells that smash up evil beyond recognition.

## Class Level Magnus

**Heartlight Candle**

Required for raising Lyude's Class Level to 4.  
An ever-burning candle, symbol of fiery rage.

**Platter of Parting**

Required for raising Lyude's Class Level to 5.  
A ceremonial platter used to quietly toast the end of an immortal relationship.

**Jasper Gem**

Required for raising Lyude's Class Level to 6.  
Glowing a dim green, this gem repels evil hearts.



# Savyna

Savyna is an extremely powerful fighter capable of outstanding neutral damage. She also wields offensive Magnus that feature Water and Fire elements, but not a single Dark, Light, Chrono, or Wind Magnus. Savyna is good against enemies with a strong elemental defense. She also excels in areas where Water or Fire enemies are predominant. Her offensive Magnus are common drops near the end of the game, which makes her one of the most powerful characters in the closing moments. She must rely heavily on defensive Magnus, since most of her offensive Magnus lack defensive stats. However it's possible to stock up on Tekken (Iron Fists) for neutral defense and limit the number of defensive Magnus placed in her Deck.

## Special Attacks

**I Burning Arrow**

—	RND 1-8	ATK 45 (40)	DEF —
—	EFF —	—	EFF —
—	CMB 3	—	CMB —

Fire-based finishing move mastered by Savyna. Casts a multitude of feathers into the air, which turn into flaming arrows peppering the enemy.

**II Erupting Flail**

—	RND 1-8	ATK 70 (60)	DEF —
Even	EFF —	—	EFF —
—	CMB 3	—	CMB —

Fire-based finishing move mastered by Savyna. She ignites herself with a burning aura, delivering a flurry of blows that can easily smash through the hardest of rocks.

**III Splash Spear**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	EFF —	—	EFF —
—	CMB 3	—	CMB —

Water-based finishing move mastered by Savyna. Unleashes a whirlwind-like stream of water that pierces the enemy like a spear.

**IV Freezing Axe**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Water-based finishing move mastered by Savyna. Delivers a devastating axe kick, sending a crescent-shaped block of ice smashing into the enemy.

**V Vanish Grenade**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	EFF —	—	EFF —
—	CMB 4	—	CMB —

Fire-based finishing move mastered by Savyna. Rushes the enemy with an explosive flying kick.

**VI Hurricane Blade**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
—	CMB 4	—	CMB —

Water-based finishing move mastered by Savyna. Spins on one leg like a top, delivering a series of kicks to slice and dice the enemy.

**VII Inferno Cannon**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
—	CMB 5	—	CMB —

Fire-based finishing move mastered by Savyna. Shoots a fireball from her hands which detonates on impact and burns the enemy to a crisp.

**VIII Hellblood's Hammer**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
—	CMB 5	—	CMB —

Water-based finishing move mastered by Savyna. Summons a watery juggernaut to shower the enemy with a flurry of punches, finishing off with a devastating shock wave.

**IX Deadly Heat Scythe**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
—	CMB 7	—	CMB —

Fire-based finishing move mastered by Savyna. She ignites herself with a crimson aura, delivering a mighty blow to the enemy.



## Class Level Magnus

**Wild Cherry Bud**

Required for raising Savyna's Class Level to 4.  
Found in the mountains, these buds silently bear the coldness, waiting for their chance to bloom.

**Purple Rose**

Required for raising Savyna's Class Level to 5.  
An elegant, purple-red rose with a spellbinding fragrance.

**Dragon Plum Bud**

Required for raising Savyna's Class Level to 6.  
Pale, pink buds reminiscent of a young girl's cheeks.



# Mizuti

The Great Mizuti wields powerful magic spells capable of devastating elemental damage. The spells are available in every element, which allows Mizuti's Deck to be carefully crafted to take advantage of the elemental weaknesses of enemies in any area. Enemies with a strong elemental defense could pose a serious problem though, but Special Attacks like Sorcerer's Chakram, Sorcerer's Breath, and Sorcerer's Seal cause pure neutral damage and are particularly effective against such enemies. None of the spells can be used for defense, so Mizuti relies heavily on defensive Magnus, which limits the number of offensive and item Magnus Mizuti can carry. Xelha and Mizuti must share spells and defensive Magnus, so normally only one of the two can be in the party at a time. Xelha joins the party sooner and is likely to have a level advantage over Mizuti throughout the game.



## Special Attacks

**Sorcerer's Chakram**

—	RND 1-8	ATK 45	DEF —
—	—	EFF —	EFF —
—	—	CMB 3	CMB —

Non-elemental arcane spell mastered by Mizuti. Controls a huge chakram in the air, delivering a series of razor-sharp attacks. Vicious. Painful.

**Sorcerer's Breath**

—	RND 1-8	ATK 70	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Non-elemental arcane spell mastered by Mizuti. Exhales putrid breath unbearable to an enemy with any sense of smell. Terrible. Horrifying. Stinky.

**Sorcerer's Seal**

—	RND 1-8	ATK 95	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Non-elemental arcane spell mastered by Mizuti. Invokes the ancestral mask and sucks the essence from enemies, inflicting tremendous pain. Filling. Tastes like chicken.

**Heaven's Pillar**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Time-based arcane spell mastered by Mizuti. Opens a gate to another dimension, summoning a group of pillars that smash into and smother the enemy. Heavy, Heavier, Heaviest.

**Shadow Gate**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Darkness-based arcane spell mastered by Mizuti. Mizuti's shadow is infused with magic, swallowing the enemy entirely. Hullo. Meet the evil twin.

**Mega Flood**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMB 4	CMB —

Water-based arcane spell mastered by Mizuti. Focuses energy on the enemy, creating columns of water which merge to form a giant serpent. Big snake. Hissssss.

**Prominence**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMB 5	CMB —

Fire-based arcane spell mastered by Mizuti. Encircles the enemy with fiery energy, which assumes the form of a flaming lion and devours the enemy. Big kitty. Roarrrrrrr!!

**Alias Fall**

RND 7-9	RND 1-8	ATK 235 (180)	DEF —
RND 7-9	RND 7-9	EFF —	EFF —
RND 7-9	RND 7-9	CMB 5	CMB —

Wind-based arcane spell mastered by Mizuti. Focuses the energy in the atmosphere to conjure a replica of the ancestral mask, sending it hurtling to smite the enemy. Close and personal. Boom boom boom.

**Planet Soul**

RND 7-9	RND 1-8	ATK 275 (200)	DEF 7
RND 7-9	9	EFF Death (100%)	EFF —
RND 7-9	9	CMB —	CMB —

Time-based arcane spell mastered by Mizuti. The enemy is engulfed in a peculiar smoke and bombarded by Mizuti's ancestry incarnate. Hazardous to health. Cough cough.

**Pinecone**

Required for raising Mizuti's Class Level to 4.

Oval-shaped and quite hard, this pinecone is surprisingly light.

**Shepherd's Purse**

Required for raising Mizuti's Class Level to 5.

The berries of this plant resemble the pick of an oriental stringed instrument.

**Tradescantia Petals**

Required for raising Mizuti's Class Level to 6.

The Tradescantia's petals become more fresh and beautiful when exposed to rain.



# Sadal Suud

## Cebalrai

### Magnus

1. Shish Kebab (S)	page 139
2. Fire Burst Lv. I	page 124
3. Dark Flare Lv. I	page 124
4. Shish Kebab (M-from resident)	page 139
5. Explosives Essence	page 144
6. Mountain Apple Essence	page 144
7. Pow Milk Essence	page 143
8. Stoked Flame Essence	page 143

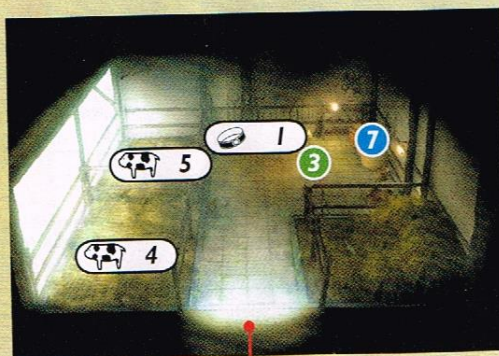
Needs  
Pow  
Milk

### Wazn Animal Quest

1. Fantail Duck (regular)	page 98
2. Fantail Duck (white)	page 98
3. Fantail Duckling	page 98
4. Prancer	page 98
5. Pow	page 98

### Quzman Genealogy Quest

1. Surayi	page 23
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### Side Events

1. Tutorial	page 13
2. Missing Husband	page 22
3. Young Milkmaid in the Afternoon	page 22

### Shop

Magnus	Cost	Qty	Page
Bamboo Shoot	160	1	155
Wheat Crackers	300	1	140
Long Sword	200	2	137
Safety Hood	40	1	130
Shish Kebab (S)	30	2	139







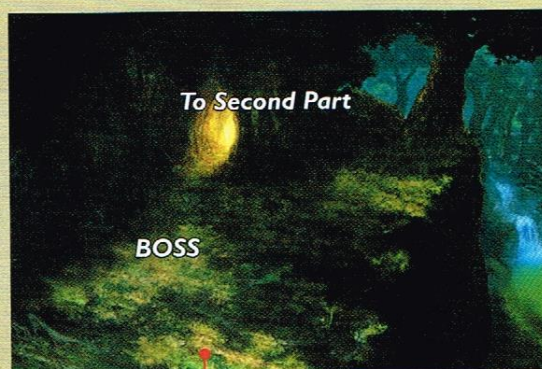
## Awakening

Talk to Dr. Larikush to retrieve Kalas's Winglet (A). Leave the Larikush's home and learn about using the blue and red flowers from the locals. Continue through the village to the Mayor's home (B) at the back of the main square and thank Meemai (automatic event) on the way. Talk to the Mayor about Moonguile Forest, then return to the main square and speak with the girl in pink (C) near Meemai.

## Moonguile Forest

### Magnus

- |                                       |          |
|---------------------------------------|----------|
| 1. Voice I                            | page 145 |
| 2. Leather Hat                        | page 130 |
| 3. Bamboo Shoot                       | page 155 |
| 4. Ice Dagger (Stoked Flame Required) | page 120 |





## LOCAL BESTIARY



Shawra (page 170)



PHOTO

HP	WATER	FIRE	DARK
15	0	0	0
LIGHT	WIND	CHRONO	
0	-30	+30	



Unuk (page 170)



PHOTO

HP	WATER	FIRE	DARK
23	+30	-30	0
LIGHT	WIND	CHRONO	
0	0	0	

## Exploring the Forest

Enter the forest and stay on the first two screens. Gain experience by fighting the roaming creatures before moving deeper into the forest and encountering more dangerous enemies. Acquire at least 80 experience points for Kalas and return to Cebalrai. Use the blue flower to visit the church and raise Kalas's level. The added Hit Points and bonuses to other stats make exploration much easier. Sell a few photographs of the Moonguile Forest creatures to earn enough money to purchase the **Long Sword** and **Bamboo Shoot Magnus** from the Cebalrai shop. Take a moment to review Kalas's deck before leaving town. Substitute Short Sword Magnus



with Long Sword Magnus or Young Bamboo Magus. Replace lesser defensive Magnus with stronger defensive Magnus. Replace recovery Magnus that have transformed and no longer restore lost Hit Points.

## Early Offense

At the start of the game there aren't many offensive options when building a Deck. The Short Sword Magnus need to be replaced. Easy substitutions are the Small Knife and Saber Magnus that drop from the creatures in Moonguile Forest. The Bamboo Shoots are another option. They transform into Young Bamboo after 3 hours, which are a very powerful offensive Magnus. The Young Bamboo transform into Fishing Rod Magnus after 5 hours. The Young Bamboo and Fishing Rod are both more powerful than even the Long Sword Magnus that can be purchased in Cebalrai. Those progressing slowly through the game can take advantage of these transformations to make the initial battles a breeze.



## Sabre Dragon

page 173

WATER +80 FIRE +80 DARK 0

HP 230

LIGHT 0 WIND 0 CHRONO 0

PHOTO ★★★★★

The Sabre Dragon is a fire creature capable of punishing opponents with powerful three hit combos. There's not much preparation for this fight. Raise Kalas to level 2 and replace the weakest Combat Magnus in his Deck with stronger Magnus. Avoid fire-based Magnus like the Flame Sword, but put as many water based Magnus in the Deck as possible.

Watch the girl's Hit Points closely, since she has fewer than Kalas. Use the restorative Magnus in their Decks to keep her going if the Sabre Dragon really pounds her heavily over one or two turns. The girl's water Magnus are extremely effective against the boss. Don't waste time with her Fire Magnus if possible. They cause damage, but it's drastically reduced.

When the Sabre Dragon has lost around half of its Hit Points, it begins using a four attack combo that ends with the Crimson Hail attack each time. Keep an even

closer eye on each character's Hit Points and keep pounding away. It shouldn't take much time to finish the battle. The duo is awarded the **Draco Constellation Magnus** and the **Blue Storm Magnus**, which is Kalas's first special attack.





## Constellation Quest

Once Kalas reaches level 2, the old man inside the church stops him on his way back to Cebalrai. He asks Kalas to assist in the restoration of the church's Star Map by finding Constellation Magnus. Orion is the only constellation still intact. Vela should already be in Kala's inventory, since the only requirement is to defeat a single Shawra in battle and they are the most common enemy in Moonguile Forest.



## Deeper into Moonguile Forest

PHOTO ★★

### Magnus

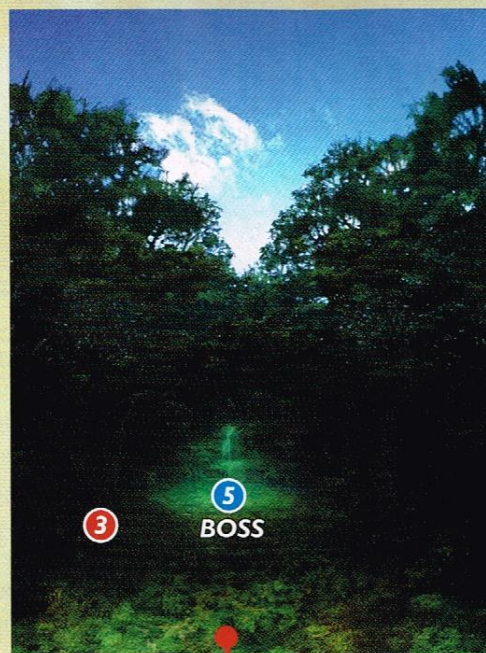
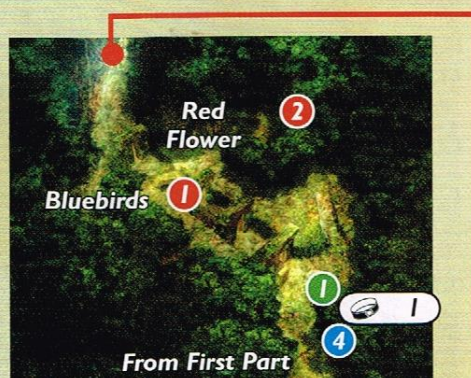
- |                           |          |
|---------------------------|----------|
| 1. Flame Sword            | page 120 |
| 2. Fire Burst Lv 1        | page 124 |
| 3. Escape                 | page 145 |
| 4. Dead Bluebird Essence  | page 144 |
| 5. Pristine Water Essence | page 143 |

### Side Events

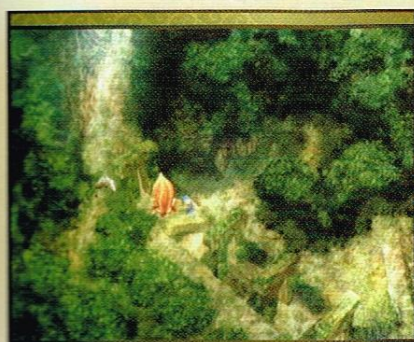
- |                      |         |
|----------------------|---------|
| 1. Bluebird Catching | page 16 |
|----------------------|---------|

### Quzman Genealogy Quest

- |           |         |
|-----------|---------|
| 1. Hawgal | page 23 |
|-----------|---------|



## Preparing for Battle



Make a quick trip back to Cebalrai and visit the church to advance both characters and save. Return to the forest and pass the area where the boss was fought. Fight through the creatures in the next area and save at the red flower. Also take a moment to check both characters' Decks. Many of the healing Magnus may have transformed, so replace them with other healing Magnus. Some of them may have transformed into powerful weapons, so don't discard them. Also remove any water Magnus in the Decks and replace them with fire Magnus if possible. Check Xelha's spells in particular. She has a large number of water Magnus in her deck. Also add Kalas's special attack, Blue Storm, to his deck. Advance to the spring once the team is ready.



## Cord of the Spring page 173

WATER -80 FIRE +80 DARK 0

HP 300

LIGHT 0 WIND 0 CHRONO 0

PHOTO ★★

This boss is only slightly tougher than the first. It's a water creature, so its natural defenses reduce water damage and it uses water-based attacks. Use as many fire-based Magnus as possible. Pay close attention to potential combos. This early in the adventure it's impossible to get more than a pair or a two-card straight, but every little bonus helps. The boss uses two special attacks: Thundering Falls and Dragon Press. Both attacks cause significant water damage, so counter them with fire Magnus. The main factor in winning is to ensure that both Kalas and Xelha have leveled up at least once. The added offensive and defensive powers

along with higher Hit Points make the battle easy. The duo is rewarded with a **Wild Strawberry Magnus** (used to raise Kalas's Class Level to 2) and **Scale Buckles** (armor for Kalas). Return to the village and speak with the Mayor. There's plenty left to do in the forest, but it must wait.



## Upset Villagers

Immediately go to Dr. Larikush's home after the conversation with the Mayor. Speak with the doc to learn of a landslide in Nunki Valley. The doc needs Kalas to take some **Explosives** into the valley and clear the rocks. The only way to carry the Explosives is in a **Blank Magnus**, which the doc provides. The four Blank Magnus can be used to trap the essence of certain objects like the Explosives. They can then be carried until needed. This is important for solving the many sub events throughout the game. Try out the Blank Magnus right away by collecting the essence of the Explosives. Talk to the doc again and have him explain how to use the Blank Magnus and he'll offer a short quest. Run outside his home and collect the **Mountain Apple Essence** from one of the full barrels at the back. Return the Mountain Apple to the doc to earn an **Ice Dagger Magnus**. Also visit the Mayor's home and collect the **Stoked Flame** from the fireplace before leaving town. It's needed shortly.



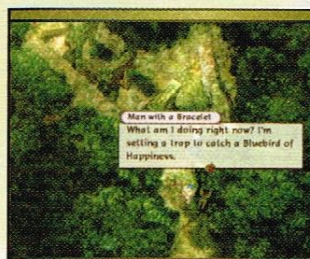
## Class Advancement

Visit the church before leaving town again. Use the **Wild Strawberry Magnus** to increase Kalas's Class Level. The advancement increases his maximum combo size to 3 and his hand capacity to 4, which increases the odds of creating combos by having the correct cards at the right time. Kalas's deck capacity also increases by 5, so fill it up with extra cards.



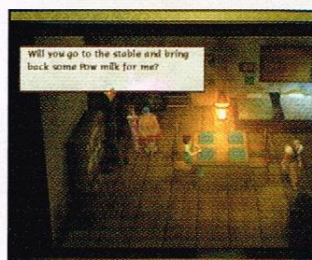
## Bluebirds & Other Points of Interest

Look for a man in Moonguile Forest standing at the start of the screen just past where the first boss was fought. He's trying to capture a Bluebird of Happiness and Kalas can help. Agree to assist and follow the path to the red flower on the other side of the screen. Backtrack through the trees to scare the birds to the man. He captures them, which allows Kalas to trap the **Dead Bluebird Essence**.



## Unfinished Recipe

Speak with the woman in the house next to the shop. She needs **Pow Milk** to finish a recipe. Walk across the town square to the barn and collect the **Pow Milk Essence** in a Blank Magnus, then return it to her. She rewards Kalas with the **Puppis Constellation Magnus**.



Also collect the **Escape Magnus** near the second boss fight. It's also possible to gather the **Pristine Water Essence** from the spring, which can be used to clean the sign near the blue bird hunter. On the way out of the forest, use the **Stoked Flame** from the Mayor's home to burn the log blocking the **Ice Dagger Magnus** near the forest's entrance.





# Nunki Valley

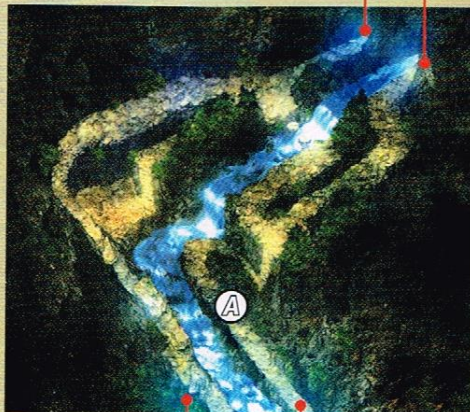
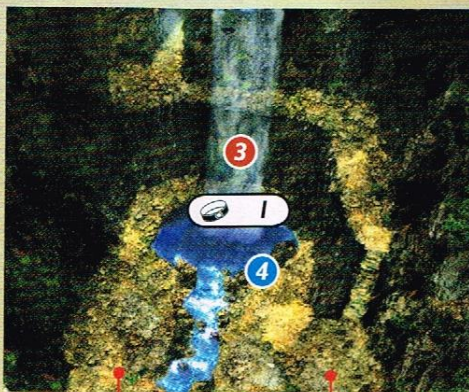
PHOTO ★★

## Magnus

- |                           |          |
|---------------------------|----------|
| 1. Flame Shield           | page 131 |
| 2. Frozen Shield          | page 131 |
| 3. Secret Recipe I        | page 154 |
| 4. Pristine Water Essence | page 143 |

## Quzman Genealogy Quest

- |           |          |
|-----------|----------|
| 1. Asakir | page 111 |
|-----------|----------|



## LOCAL BESTIARY



### Doomer (page 167)

★★★★★

PHOTO

HP	45	WATER	+100	FIRE	-100	DARK	0
		LIGHT	0	WIN	0	CHRONO	0

## Clearing the Path

The trip through Nunki Valley is fairly simple. Use the Explosives to destroy the landslide (A) on the second screen, and then proceed through the valley to reach Pherkad. The waterfall (B) near the entrance to the valley is easy to cross. Wait for the water to stop flowing before jumping the gaps. The breaks are short, so act fast. Falling into the water doesn't hurt Kalas. There's also a new type of monster in this area called a Doomer. These creatures are fire-based and pack potent attacks. Challenge them to earn powerful new Magnus and plenty of experience. Watch Kalas's Hit Points closely though. The Doomers are surprisingly strong.



## Bypass the Valley

Once the valley has been cleared, it can be skipped when returning to Cebalrai. Walk over it on the world map to pass the area without having to fight through the enemies.



# Pherkad

## Wazn Animal Quest

1. Cloudgull page 99



## Quzman Genealogy Quest

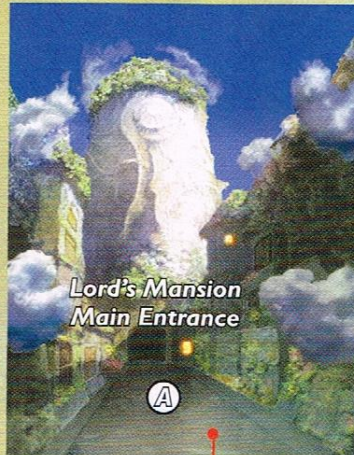
1. Quzman page 23  
2. Taymiya page 23  
3. Sallam page 23  
4. Rushd page 23  
5. Sabin page 23  
6. Usaybia page 76  
7. Bajja page 99

## Side Events

1. Spoiled Brat page 22  
2. Tending to the Flowerbed page 22  
3. The Flowers are Alive! page 22

## Shop

Magnus	Cost	Qty	Page
Shish Kebab (Small)	30	5	139
Wheat Crackers	300	2	140
Flame Sword	250	2	120
Chain Mail	120	1	128
Light Flare Lv I	230	2	124
Wind Blow Lv I	260	1	124
Mink Coat	350	1	128
Bananas	180	1	149
Chunk of Ice	100	1	148



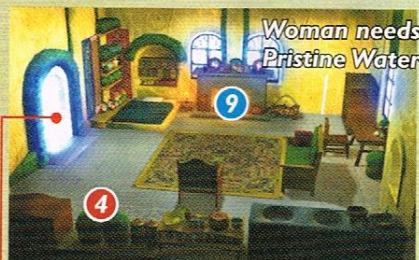
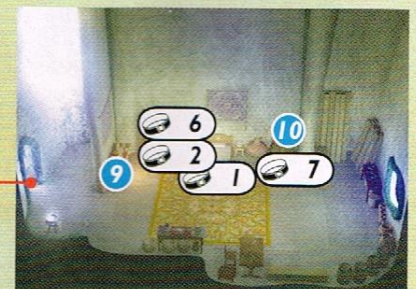
Lord's Mansion  
Main Entrance



## Magnus

1. Pyxis Constellation Magnus page 135  
2. Dark Flare Lv 2\* page 124  
3. Shish Kebab (Medium) page 139  
4. Pine Tree page 149  
5. Nameless Flower Essence/Popular Pickup Line Essence page 144  
6. Pebble Essence page 143  
7. Mountain Apple Essence (one time after break-in) page 144  
8. Mountain Apple Wine Essence page 144  
9. Weak Flame Essence page 143  
10. Terrible Painting Essence page 144

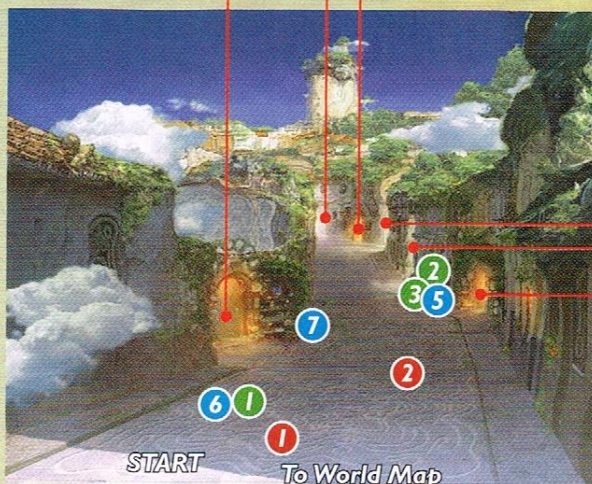
\*Obtained from old person walking down the street occasionally.



Woman needs  
Pristine Water



Lord's Mansion  
Secret Entrance



START

To World Map



Blue  
Flower

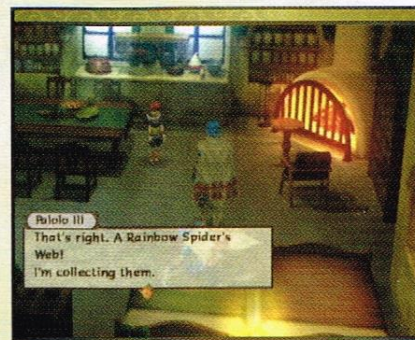
Airship to  
Diadem





## Palolo III. Master of Shadows

Walk along the main road all the way to the large gate at the end. The mansion is under heavy guard (A), so an alternate route must be found. Word is that Palolo III has snuck inside the mansion recently. Go back to the city entrance to find Palolo III entering a house on the right hand side of the street. Follow him inside (B). Palolo III can help, but only in return for a Rainbow Spider's Web. The web can be found back in Nunki Valley.



### Nunkirantula

page 173

WATER -50 FIRE +50 DARK +30

HP 350  
PHOTO ★★

LIGHT -30 WIND +30 CHRONO -30

The Nunkirantula is a water-based creature that inflicts large amounts of water damage on its enemies. Its natural defenses also reduce the damage of any water attacks. The spider's deck is heavy on defense and can withstand around 24 points of neutral damage, 12 points of water damage, and 3 points of light damage per turn. The party's attacks must be strong to get through. The best way to prepare for the battle is to fight the Doomers in Nunki Valley and collect

Flame Sword and Flame Mail Magnus. Load Kalas's Deck with them and he'll have no problem ripping the boss to shreds. The battle's rewards are a Duel Sword, Light Flare Lv 2 Magnus and a Rainbow Spider's Web.



## Entering the Mansion

Return the web to Pherkad and speak with the child at the top of the first screen to find Palolo's hideout. Deliver the Rainbow Spider's Web and Palolo III (C) reveals his secret passage into the mansion. Save before entering. Kalas won't be a welcome visitor.





# The Cord's Mansion

## Magnus

1. Frozen Shield	page 131
2. Chain Mail	page 128
3. Wind Blow Lv I	page 124
4. Mink Coat	page 128
5. Shadow Wings	page 125
6. Shrike Statue	page 134
7. Chronos Blow I	page 124
8. Ice Dagger	page 120
9. Moon Buckle	page 137
10. Intriguing Mystery	page 150
11. Stagnant Water Essence	page 143
12. Nameless Flower Essence	page 144
13. Weak Flame Essence	page 143

## Wazn Animal Quest

1. Koa Monkey page 99

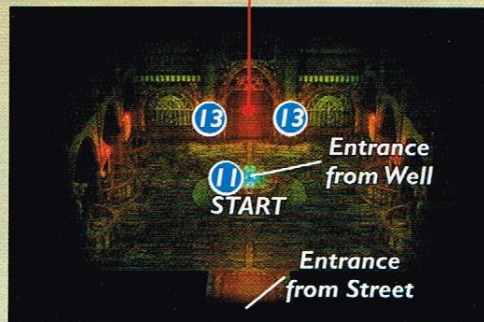
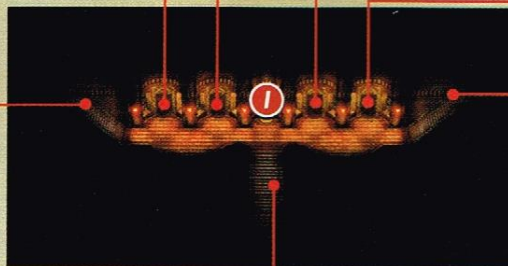
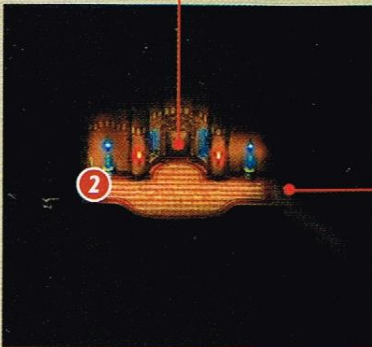
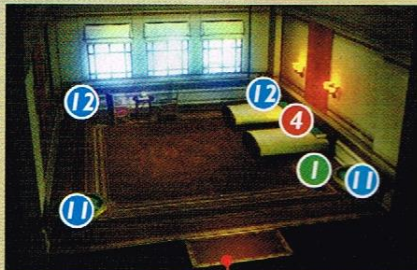
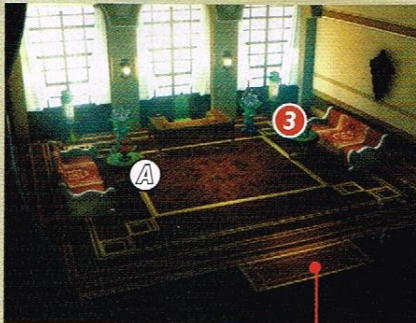
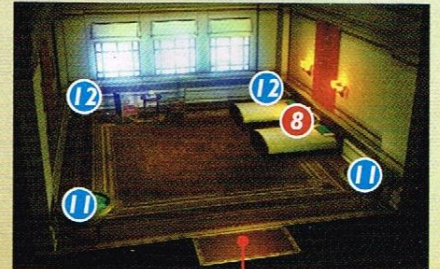
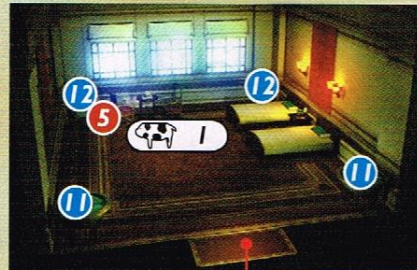
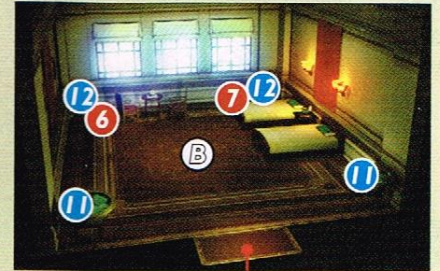
## Quzman Genealogy Quest

1. Al-athir page 23

## Side Events

1. Missing Husband (Cont.) page 22  
2. The Lord's Favorite Food page 22

PHOTO ★





## LOCAL BESTIARY

## Imperial Soldier (page 168)



HP	WATER	FIRE	DARK	PHOTO
70	+20	-20	0	0
	LIGHT	WIND	CHRONO	
	0	0	0	

## Raiding the Mansion

Enter the north door and climb the stairs on the right. Go into the room at the top and collect the **Guestroom Key** from the table (A). It unlocks the four doors at the base of the stairs that led here. Walk back downstairs and enter the locked rooms to find Xelha (B). She rejoins the party. Restock her Deck right away. There are several Magnus in the inventory that are more powerful than those in her Deck. The Anklet of Calm Winds is also stronger than her Fancy Anklet and should be equipped. Grab the **Shrike Statue** from the chest

in the back of the room. Use it to increase Xelha's Class Level to 2 at the church. There's a blue flower just down the hall. Xelha should also be ready to gain several Levels. Fill her Deck after leveling up, since her deck capacity has increased.



Xelha knows how to bypass the statues (C) blocking the stairs on the right side of the hall next to the kitchen. Save the game and climb the stairs to the balcony. The party automatically jumps onto the airship as it begins to pull away from the dock.

## Giacomo

page 172

WATER +30 FIRE -30 DARK -30

HP 750

LIGHT +30 WIND 0 CHRONO 0

PHOTO ★★★★★

The boss causes both fire and dark damage and his defenses automatically reduce both types of damage as well. His special attack, End Slasher, causes massive dark damage and is unavoidable at this point in the game, since none of the defensive Magnus available are able to block that type of damage. Fill both Decks with Water and Light Magnus to take advantage of Giacomo's weaknesses. Level 2 Dark and Fire Magnus can still be effective since they're so powerful,

but dump any Level 1s. Make sure both characters have some restorative Magnus. It may be wise to stuff Xelha's deck with them, so she's able to heal either character on nearly every turn. The party receives the **Sparkle of Life** (a new special attack for Xelha) and a **Chronos Blow 1** after the battle.



## Pursuit

Go to the Pherkad dock to chase Giacomo's ship. Spend some time completing side events first. There's plenty to be done. The mansion is off limits for now, since the guards are on alert and looking for the party.



## Pyxis Constellation Magnus



Speak to the first child studying the ground at the entrance to Pherkad. She hands over the Pyxis Constellation Magnus.



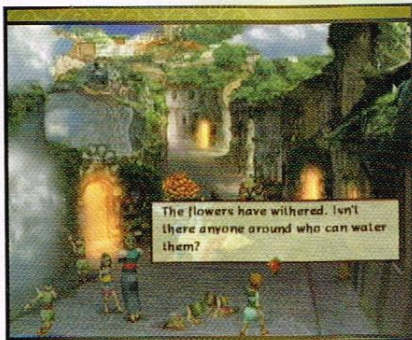
## The Spoiled Brat

Speak to the child and mother near the entrance to Pherkad. The child is screaming for a Mountain Apple. Retrieve one from Cebalrai and give it to her. The child rewards the effort with a Pebble Essence.



## Tending to the Flowerbed The Flowers Are Alive!

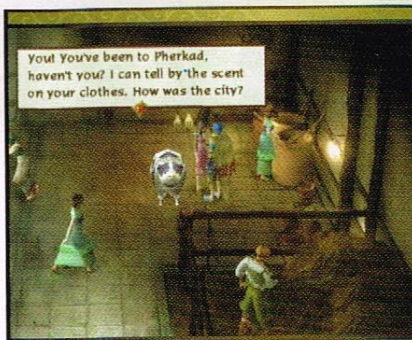
Look for a flowerbed next to the first door on the right. The flowers need water that can be collected from the falls in Nunki Valley or the stream in Moonguile Forest. Collect the Nameless Flower Essence once the bed has been watered.



Hold onto it for 30 minutes until it transforms into a Pressed Flower. Offer the Pressed Flower to the woman next to the flowers and she provides the Popular Pickup Line Essence.

## Young Milkmaid in the Afternoon

Return to Cebalrai after spending time in Pherkad and speak to the young woman milking a Pow in the middle of the stable. Tell her "the city was impressive" when she asks and she presents Kalas with the Anklet of Calm Winds Magnus. This is an armor Magnus for Xelha.



## Missing Husband

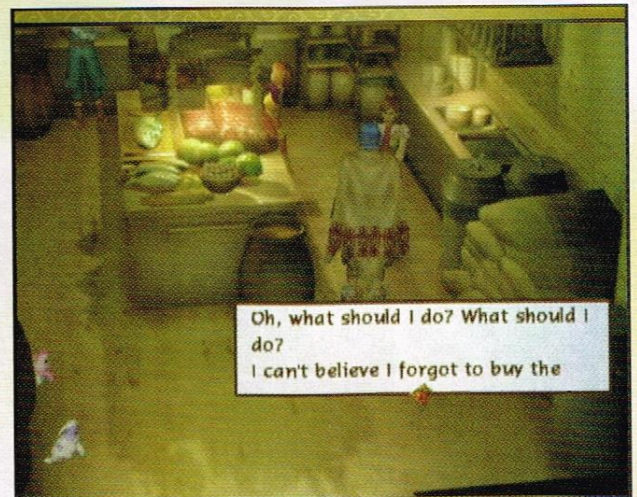
Speak with Maynee in Cebalrai. She's standing near the town's entrance.

Her husband is missing somewhere in Pherkad. Aljeemo is trapped inside the mansion. Follow the walkthrough to enter the mansion, then collect the **Guestroom Key**. The key is used to unlock two guest rooms in the main hall. Unlock Aljeemo's room and he provides the **Voice 2 Magnus** before returning to Cebalrai. Travel back to Maynee and Aljeemo in Cebalrai. Maynee rewards Kalas with the **Shampoo Magnus**. Stop and speak with Maynee's mother in the house next to the shop to collect 500 Gold.



## The Cord's Favorite Food

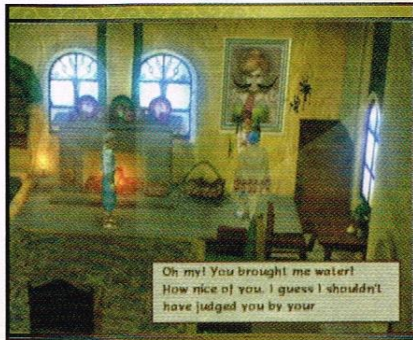
Talk to the woman walking around inside the mansion's kitchen. She needs Pow Milk Yogurt to finish a recipe. Help her by traveling to Cebalrai and collecting the **Pow Milk**





## Aquarius Constellation Magnus

After gaining entrance to the mansion, go back to the street and enter the house that Palolo III vandalized earlier. The wife is furious about the damage done to her painting and wants Pristine Water to clean it up. Collect **Pristine Water** from the waterfall in Nunki Valley. Present the water to the woman and she rewards the party with the **Aquarius Constellation Magnus**.



## Quzman's Genealogy

The genealogy sub event is the second largest in the game. Only the quest to restore the Star Map is more involved. Old man Quzman is nearing the end of his years and would like to see his entire family together once more before he passes. Kalas must locate all 31 members of his family, show them the Quzman Family Tree, and convince them to return to his home in Pherkad.



Family members are easily identified by the bracelet they wear that links them with the family. Whenever someone's name reads "\_\_\_\_ with a Bracelet", that's one of Quzman's relatives.

Most people have a

demand that must be met before they're willing to go home. Find the item or accomplish the task and speak to the person again. They're also called out throughout the walkthrough and on the maps to make it as easy as possible to identify them.

Start with Taymiya, Quzman's wife. She's already at the house, so she just needs to sign the Family Tree. There are three other relatives in Pherkad. Go to the dock and speak to the running



boy, Sallam. He won't go until Kalas agrees to convince Rushd to go, too. Rushd is the little girl sitting on the rail at the bottom of the screen. She won't leave until Kalas brings her a **Bluebird of Happiness**. They can be collected from the man in Moonguile Forest, who also happens to be family member.

Go into the forest and get the **Dead Bluebird Essence** (page 16). Speak to the zoologist, Hawqal, about the Family Tree. He gladly returns to Pherkad if he's already caught a Bluebird of Happiness. If not, help him out and talk to him a second time. Return the Dead Bluebird Essence to Rushd and she signs the Family Tree. Show it to her father, Sabin, after she's gone and he leaves, too.



Pay a visit to the Cebalrai stable and speak with the woman in the back. Her name is Surayj. She gladly signs the Family Tree and travels to Pherkad without requesting anything. There's a relative in Nunki Valley, but it's going to be a long time before he's ready to leave. Ignore him for now.

The last available relative is inside the Pherkad mansion. Talk to the girl at the center island inside the kitchen. She mentions needing cheese so a dish can be finished and she can leave. Getting cheese is easy, but time consuming. Return to Cebalrai and collect the **Pow Milk Essence** in a Blank Magnus. Hold onto the Pow Milk for 1 hour and 30 minutes. It turns into **Pow Milk Yogurt** after the first 30 minutes, then into **Pow**

**Milk Cheese**. Take the cheese to the girl, Al-athir, and she'll return to her grandfather's home. These people are just 8 of the 31 relatives. Keep watch for these bracelets throughout the adventure.

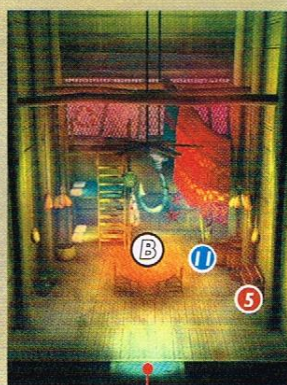




# Diadem

## Land of the Clouds

### Nashira, the Fishing Village



#### Magnus

1. Pine Tree	page 149
2. Fire Yell Lv 1	page 133
3. Fire Burst Lv 2	page 124
4. Scale Shield	page 131
5. Carina Constellation Fragment	page 135
6. Feathered Hat	page 130
7. Shortcake (Small)	page 145
8. Salt Essence	page 144
9. Salty Water Essence	page 144
10. Sea Bream Filet Essence*	page 143
11. Stagnant Water Essence	page 143

\*Appears after the castle has been cleared.

#### Quizman Genealogy Quest

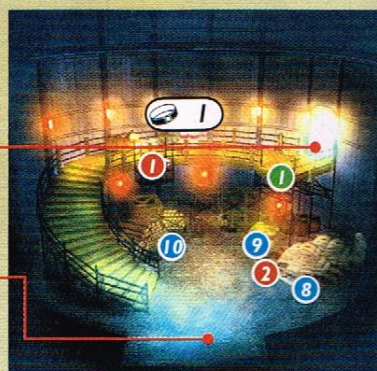
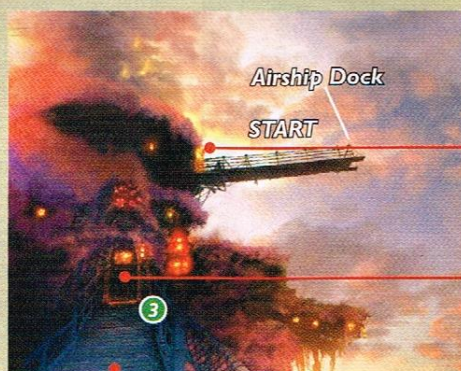
1. Maymum	page 25
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#### Side Events

1. Courageous Leap	page 25
2. Playing Cupid	page 71
3. White Clouds	page 99
4. I Need a Drink	page 100
5. Secret Information	page 99

#### Shop

Magnus	Cost	Qty	Page
Power Helmet	30	1	129
Shish Kebab (M)	75	2	139
Wheat Crackers	300	1	140
Chestnut Truffle	100	2	140
Silver Buckle	2500	1	137
Flame Sword	250	2	120
Duel Sword	900	1	120
Frozen Shield	700	1	131
Fire Burst Lv 2	950	1	124
Aqua Burst Lv 2	950	1	124
Mineral Water	50	2	148
Honey	200	2	155







## Gibari, the Fisherman

Speak to the man with red hair (A) at the airship docks in the town's main square. His name is Lyude, Imperial Ambassador to Diadem. Leave him and enter the house to the left of the store. Talk with the Old Fortune Teller (B) sitting at the table and listen to her story.



Leave the Fortune Teller and go into bar on the right side of the square. Speak with Anna the barkeep (C). She mentions the flooding of the Lesser Celestial River that has cut off the road to Sheliak. She suggests hiring a fisherman known as Gibari to ferry the party across the river. He enters the bar after a short event and offers to help the party reach Sheliak if they assist in discovering the cause of the flooding. Accept and Gibari joins the party. Return to the dock and board his boat (D). The boat takes the party to the Lesser Celestial River.



## Multiple Spirit Number Magnus

Some Magnus now have multiple Spirit Numbers in the corners. Look for the second number in the bottom left corner of Magnus such as the Scale Shield. These secondary numbers make it a little easier to create combos during a battle. Start using the C Stick to choose Spirit Numbers and play a Magnus rather than pressing the A Button. Tilt the C Stick toward the desired Spirit Number and the Magnus goes into play. Pressing the A Button always triggers the Spirit Number in the top right corner.



## Maymun

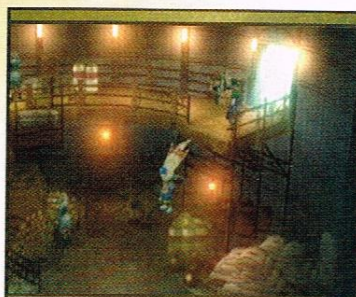
Look for a woman working on a light at the top of the warehouse. Engage her in conversation and show her the Family Tree. She'll return to Pherkad right away without any further convincing.

## Carina Constellation Fragment

Don't miss the Carina Constellation Fragment, which is in a dresser inside the house to the left of the shop. Turn it in right away to get the Fire Burst Lv 2 reward.



## Courageous Leap

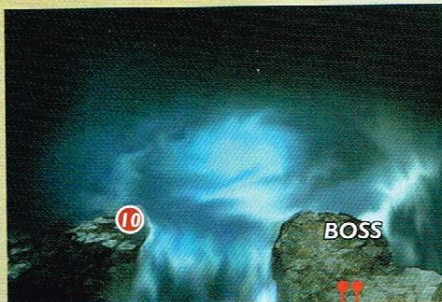


Visit the warehouse and look for a spot on the second floor where there's a gap in the rail. Inspect the open spot twice to leap to the floor below. The person next to the rail rewards Kalas's bravery with Rock Salt.



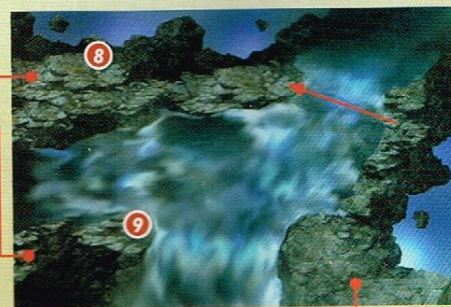
## Little Celestial River

PHOTO ★★



### Magnus

1. Chaos Edge	page 120
2. Heron Statue	page 134
3. Mana Stone	page 134
4. Stream Blade	page 121
5. Camera 1	page 145
6. Fire Burst Lv 2	page 124
7. Century Veil	page 130
8. Hemp Creel	page 137
9. Cloak of Dark Night	page 129
10. Stream Blade	page 121
11. Thunderfish Bone Essence	page 144



### Quzman Genealogy Quest

1. Rustah	page 27
2. Qutayba	page 29

## LOCAL BESTIARY



### Pul-Puk (page 169)

★★★

PHOTO

HP	WATER	FIRE	DARK
110	-80	+80	0
LIGHT	WIND	CHRONO	
0	0	0	0



### Cancerite (page 166)

★★★

PHOTO

HP	WATER	FIRE	DARK
130	-50	+50	0
LIGHT	WIND	CHRONO	
0	0	0	0

## Investigating the Flood

The Lesser Celestial River is home to two very potent water-based enemies. Stack the Decks with fire Magnus and have plenty of healing Magnus on hand. The creatures in this area drop **Honey** and **Grapes**, which are extremely valuable healing items. The Grapes go sour very quickly, but eventually turn into a powerful **Sweet Wine**.

Honey is far more reliable since it never goes bad.

Collect plenty of each and put three or four in Xelha's and Gibari's Decks.



## Chestnut Truffles

Don't pass on the Chestnut Truffles dropped by the creatures in this area. Poison may not have been a concern up to this point, but it is now.



## Crossing the Waterfalls

There's a series of three waterfalls near the end of the river. Stand back and watch. Only one waterfall is active at a time. Wait for the one on the far right to start and walk to its edge. Run past as it stops to avoid being hit by the middle waterfall. Even if the party is washed off the rocks they won't be hurt. The only penalty is an additional battle when crossing the rocks in the center of the river.



## Thunderfish

page 174

WATER -50 FIRE +50 DARK +50

HP 1000

LIGHT -50 WIND 0 CHRONO 0

PHOTO ★★★★★

The Thunderfish is a powerful water and light-based creature. Counter by stacking the party's Decks with as many fire and dark Magnus as possible. The only thing that sets this boss apart from others is its Venomous Droplets attack, which sometimes inflicts a poison status on its victims. Carry several Mineral Water Magnus so the status can be removed during the battle, or use a few Chestnut Truffles when the fighting stops. The poison won't go

away on its own. The party is rewarded with the **Energy Wave** (III special for Kalas), **Silver Anklet** (armor for Xelha), and the **Pisces Constellation Fragment**.



## Mana Stone & Heron Statue

Check out the third chest immediately. It contains a **Mana Stone** that is used to raise Kalas's Class Level to 3. After the boss battle, force the Thunderfish's Skull to float all the way down the river by inspecting it and choosing the drift option. The skull diverts the water that's preventing the party from reaching the Heron Statue in the second chest. This statue allows Xelha to reach Class Level 3. Both characters will be able to hold 5 Magnus at a time, create 4 Magnus Combos, and hold 30 Magnus in their Decks as soon as they can get to a church and level up.



water. Walk under the clouds and hop across the rocks to find his brother, Qutayba, just off the shore. Show Qutayba the Family Tree after saving him. Both boys return to Quzman's home in Cebalrai.



## Return to Nashira

Talk to Reblis in the Nashira bar. He mentions a secret passage exists somewhere in the bar, but Anna is the only one that knows where the passage is located and she's not around.



Look for Anna in the warehouse, then follow her back to the bar. She opens a hatch in the floor that allows the party to reach Cloud Passage.

## The Drowning Boys

Look for a shallow spot in the river where the Thunderfish was located. Cross the shallow section to the opposite shore. Travel down the river to find a boy, Rustah, wearing a bracelet that's drowning in the water. Choose to rescue him and display the Family Tree once he's out of the water. He asks that the party rescue his brother who has also fallen into the



# Cloud Passage

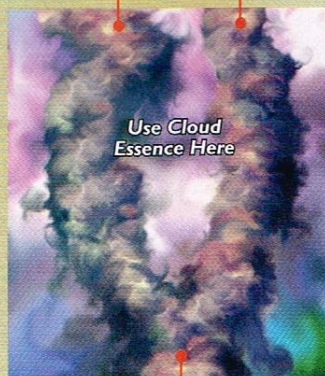
PHOTO ★★★★★

## Magnus

1. Cygnus Constellation Fragment page 135
2. Aqua Burst Lv 2 page 124
3. Cloud Essence page 143

## Quzman Genealogy Quest

1. Qutayba page 29



## LOCAL BESTIARY



### Striper (page 170)

★★

PHOTO

HP	170	WATER	0	FIRE	0	DARK	0
		LIGHT	0	WIND	-50	CHRONO	+50



### Albireo (page 165)

★★★

PHOTO

HP	155	WATER	0	FIRE	0	DARK	0
		LIGHT	0	WIND	-50	CHRONO	+50

## Crossing the Clouds

Cross the clouds and follow the road on the right at both forks. The path leads to a large piece of machinery. Start it to gather clouds in one spot. This allows the party to gather the **Cloud Essence**. Trap two Cloud Essences and go down one screen. Use the Cloud Essence to repair the gap in the path in the center. Travel up one screen and use the second Cloud Essence to repair the gap on the left side. This allows the party to reach the red flower at the top before fighting the boss in the top left corner.



## Melon Prize Combo

Prize Combos are an excellent way to create helpful items. The Honey and Cucumbers that are found on this continent make an easy combination. Together they create a Melon, which is an even more powerful healing item. Stock up.



*Iron Beetle 1*

page 172

WATER +30 FIRE -30 DARK -30

HP 1500

PHOTO ★★★

LIGHT +30 WIND 0 CHRONO 0

This giant piece of weaponry is built for power rather than speed. It's a fire and dark-based creature, so load up on water and light Magnus. The boss takes one turn to

boost its own attack power, then it uses the Voldocannon on its second turn, which strikes for massive fire, dark, and neutral damage. Block some of the fire and neutral damage with defensive Magnus. There's nothing that can be done to block the dark damage. Healing is extremely important in this battle. The Voldocannon can hit for 200+ points of damage every other turn. Have plenty of Honey and Grapes in at least two of the Decks and heal often. The party is rewarded with the **Soul Flash** (III special attack for Xelha) and **Shark Tooth** (Class Level 3 for Gibari).

*Triangulum & Cygnus Constellation Fragments*

Fight the Albireos that fly around the Cloud Passage. One of them randomly drops the **Triangulum Constellation Fragment**. Also grab the **Cygnus Constellation** from the first chest before the boss fight.

*Qutayba*

There's a man wearing a bracelet on a balcony in the second screen. Speak with him and he pleads for the party to save his two sons that have fallen off of Cloud Passage and into the Lesser Celestial River. Go save them if they haven't been saved already. He thanks the party once the boys are safe and gladly signs the Family Tree.





## Sheliak, the Castle Town

### Magnus

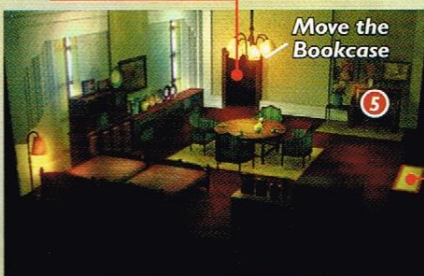
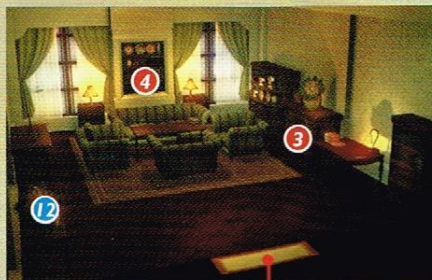
1. Savings Book	page 152
2. Butterfly	page 121
3. Light Flare Lv 2	page 124
4. Clock Shield	page 131
5. Red and Blue Pencil	page 155
6. Calm Helmet	page 129
7. Ray of Truth	page 120
8. Voice II	page 145
9. Fading Notebook	page 152
10. Nameless Flower Essence	page 144
11. Stoked Flame Essence	page 143
12. Nameless Flower Essence	page 144

### Side Events

1. Knight on the Run	page 35
2. Graffiti Cleanup	page 71
3. Gift to a Drunkard	page 100

### Shop

Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Wheat Crackers	300	1	140
Chestnut Truffle	100	1	140
Ray of Truth	1200	1	120
Mosquito	250	1	121
Stream Blade	520	1	121
Shadow Suit	300	1	128
Clock Shield	1000	1	131
Light Flare Lv 2	1050	1	124
Dark Flare Lv 2	1050	1	124
Century Veil	550	1	130
Milk	250	1	147
Rooster	150	1	156
Shadow Cornet	1600	1	122



## City in Peril

The party overhears a conversation with Lyude and an Imperial Commander as they enter the city (A). The town is under siege. Pass through the streets and visit the church to advance Gibari's Class Level to 3. The castle gate is blocked by soldiers, so the party invents a different way to enter the castle. Agree to the plan and go to the dock. Jump into the Imperial boat (B) to reach Elnath.

## Mayor's Secret Passage

Push the bookcase in the mayor's home to the right to reveal a hidden passage. This allows the party to access an inaccessible area in the house next door, which contains two chests.





# Castle Elnath

PHOTO ★★



## Magnus

1. Infinity Mask	page 129
2. Dark Sword	page 120
3. Dark Flare Lv I	page 124
4. Light Flare Lv I	page 124
5. Magical Anklet	page 137
6. Fading Notebook	page 152
7. Dark Yell Lv I	page 133
8. Flash Armor	page 128
9. Shadow Suit	page 128
10. Light Yell Lv I	page 133
11. Wheat Crackers	page 140
12. Diadem Royal Crest Essence	page 144

## Side Events

1. Helping Repair the Castle 1	page 35
2. Helping Repair the Castle 2	page 35
3. A Flower to the Head Knight	page 71
4. Fire Up the Knights	page 100

## Shop

Magnus	Cost	Qty	Page
Wheat Crackers	300	3	140
Chestnut Truffle	100	3	140
Shish Kebab (M)	75	10	139
Cypress Creel	350	1	138



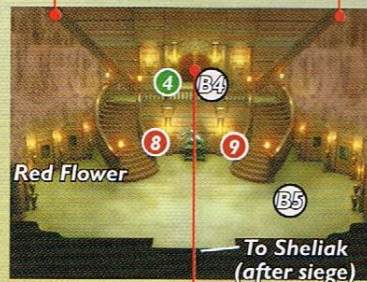
Blocked by rubble (during siege)



To World Map

Blue Flower

Shop



Red Flower

To Sheliak (after siege)





## LOCAL BESTIARY



## Imperial Elite (page 168)



PHOTO

HP	WATER	FIRE	DARK
230	0	0	-50
LIGHT	WIND	CHRONO	
+50	0	0	



## Imperial Blackhelm (pg 168)



PHOTO

HP	WATER	FIRE	DARK
280	0	0	-50
LIGHT	WIND	CHRONO	
+50	0	0	

## Commanding the Diadem Knights

Enter the castle and speak to the Head Knight (A) at the top of the stairs. He presents the party with another **Blank Magnus** and the **Diadem Royal Crest Essence**, which is used to revive tired knights. The party takes command of the knights fighting inside of the castle and must decide where to deploy reinforcements. Their goal is to strategically eliminate every Imperial without losing a Diadem Knight. Diadem Knights are found throughout the castle fighting unique groups of Imperial Elites and Imperial Blackhelms. The Diadem Knights are always outnumbered. The party must provide enough reinforcements to even the battle, or tip the battle in favor of the allies.



Winning takes a bit of math. Each Diadem Knight that's already engaging the enemy counts as 1 point. So a group of

two Diadem Knights would be 2 points. There are two types of Imperials: Imperial Elites and Imperial Blackhelms. The Elites are worth 1 point. Blackhelms are worth 2 points. So a group of two Elites and a Blackhelm would equal 4 points. Do the math when a group is spotted. The first group is comprised of two Imperial Elites (2 points) and one Diadem Knight (1 point). Thus the Imperials have a 1 point advantage ( $2 - 1 = 1$ ). Each of the knights available as a reinforcement also has a point value:

Senior Knight	4	Knight	2
Apprentice Knight	1	Squire	0.5

The first group is outgunned by 1 point, so a Squire isn't an option ( $2 - [1 + 0.5] = 0.5$ ). The Apprentice Knight would even things up, but it would result in a stalemate ( $2 - [1 + 1] = 0$ ). A Senior Knight could easily turn the tide of battle, but it's a waste to use such a rare knight against such lowly enemies ( $2 - [1 + 4] = -3$ ). The Knight is the perfect choice ( $2 - [1 + 2] = -1$ ). The battle could also be won by deploying an Apprentice Knight and a Squire ( $2 - [1 + 1 + 0.5] = -0.5$ ), but it's unnecessary.

### Group One (B1)

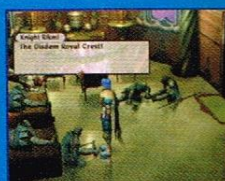
Go down the stairs and approach the first battle. There are two Imperial Elites attacking a Diadem Knight. Deploy a Knight to assist the soldier. After defeating the enemies, the knights reward



the party with a **Butterfly Magnus**. Go down the stairs and into the next section. Walk down to the

### Group Two (B2)

bottom floor and defeat the Imperial Blackhelm looming over a downed Diadem Knight. The knight provides a clue to the puzzle by suggesting that black armored soldiers are twice as powerful as red armored soldiers. Defeat the soldiers on the left side of the hall, then enter the door behind them. This room (C) is where the tired knights have gathered. They can be revived with the Diadem Royal Crest. Show the Diadem Royal Crest the Knight leaning on the bed and he'll join the party. Leave the room and go up the



stairs and into the door on the left. There are three Imperial Elites attacking two Diadem Knights. Deploy a Knight to assist them and the Diadem Knights quickly overcome the enemies. One knight rewards the party with a **Chronos Aura 1**.

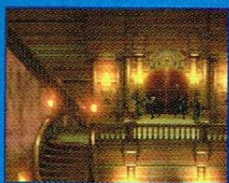


### Group Three (B3)

Go back down the stairs in the main hall and walk to the right. Deploy an Apprentice Knight and Squire to help the single Diadem Knight fighting two Imperial Elites. The knights wipe out the enemies and one provides the party with a **Fire Aura 1**.







#### Group Four (B4)

Go down the stairs into the next room and defeat the Imperial Elites at the top of the stairs. Approach the Diadem Knights fighting the Imperial Blackhelms. Deploy a Senior Knight. After the troops route the enemies they present the party with a **Light Aura 1**.



#### Group Five (B5)

Return to the room with tired Knights and revive a Senior Knight, Squire (floor), Knight (leaning on bed), and Apprentice Knight (bottom bed). Backtrack to the previous room and walk down the stairs on the right to find a lone Diadem Knight fighting two Imperial Blackhelms and an Imperial Elite. Deploy a Senior Knight and a Squire to slaughter the enemies. One of the knights rewards the party with a **Dark Aura 1**.



#### Group Six (B6)

Ascend the stairs in the top right corner. Approach the two Diadem Knights fighting four Imperial Elites. Dispatch the Apprentice Knight and Knight. The knights reward the party with an **Aqua Aura 1**.



#### Group Seven (B7)

Return to the room of tired knights and revive a Senior Knight. Backtrack to the hall and enter the door on the right. There are three Diadem Knights fighting two Imperial Elites and two Imperial Blackhelms. Dispatch the Senior Knight to defeat them all. One of the knights awards the party a **Wind Aura 1**.



## Get Ready to Rumble

Climb through the window (D) to reach the floor above. Stop for a moment and adjust the party's Decks. Only Kalas and Gibari take part in the coming boss fight, so don't worry about changing Xelha's Deck. Put as many light and water Magnus in the party's Decks as possible. Remove unnecessary dark and fire Magnus. Make sure both characters have several healing Magnus available, since Xelha may have been taking care of the healing duties up to this point. Walk through door on the left once everyone is set.

## Iron Beetle V

page 172

WATER +40

FIRE -40

DARK -30

HP

1700

PHOTO

★★★

LIGHT +30

WIND 0

CHRONO 0

Kalas and Gibari are joined by Lyude for this battle. His Deck is well equipped for the fight. The boss is a fire and dark-based enemy. Have plenty of water and light Magnus on hand. Iron Beetle V hits for neutral damage with most attacks, but its Diving Drill causes massive neutral and fire damage. Block the attack with a combination of neutral and water Magnus. The boss has a whopping 1700 Hit Points and it can Self Repair once during the battle. The Self Repair completely restores its lost Hit Points. Watch each character's health closely and heal when necessary, but strong combos are the key to winning this fight quickly. Gibari and Lyude are likely to be the stars of the battle, since

their Magnus lend themselves well to such a battle. The party is rewarded with a **Shadow Cornet** and a **Crescent Buckle** (armor for Kalas) after the battle.





## Preparing for Battle

Visit the soldiers on the top right to heal and shop. Purchase the Cypress Creel and whatever else the party needs. It's a great opportunity to stock up on some vital items. Also take some time to save and level up. Customize the Decks once more before leaving. Stock up on chrono Magnus and remove as many wind Magnus as possible. Leave the area through the right side when ready.



## Shrine of the Winds

PHOTO ★



## Cord of the Winds page 173

WATER 0 FIRE 0 DARK 0

HP 1900  
PHOTO ★★★★★

LIGHT 0 WIND -80 CHRONO +80

The battle begins as soon as the party enters the Shrine of the Woods. This may be a long battle, so equip each character with three or four healing Magnus and the party should have at least one Mineral Water available.

The boss has two powerful attacks. The Slashing Winds are most common and cause heavy neutral and wind damage. The Miraculous Gale causes severe neutral and wind damage and may put the victim to sleep. It may be worth having a Rooster or two in the Decks to counter the sleep

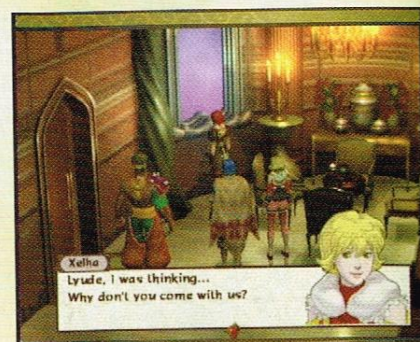
effect. Having strong neutral defensive Magnus is essential. Don't rely solely on chrono Magnus, or the bulk of the special attacks, the neutral damage, hits every time. The party's efforts are rewarded with a **Coral Plant** (Class Level 4 for Kalas) and a **Magic Pen Magnus**.



## The Quest Continues

The party returns to the castle after winning the battle. Take some time to explore the town and continent. This is a good time to complete some of the side events in Sheliak and Castle Elnath. Also check out the building in Sheliak that was locked when the party first entered the town. When ready, go back into the castle and visit Lyude in his room. Go to the castle's airship dock and leave for Anuenue.

King Ladekahn gives the party Ladekahn's Letter as they board the airship asking that the party deliver it to Queen Corellia.





## Knight on the Run

After the battle with the Lord of the Winds, speak to the knight that's running through the town looking for damage. He's tired and needs a drink. Offer him Stagnant Water (Nashira), Pow Milk, or Pristine Water to drink and he rewards the party with a Shadow Cornet.



Visit the Supervisor in the blocked hallway just outside the room where Leyude is resting. He asks the party to help remove the rubble from the hallway. Do so by trapping the rubble in a Blank Magnus, which transforms it into a **Pebble**. Discard the Pebble and keep gathering the rubble until it's all gone. Speak to the Head Knight standing in front of the Diadem Royal Crest when the job is finished. He rewards the party with a **Tempest Shield**. Both sets of repairs must be completed before leaving for Anuenue.

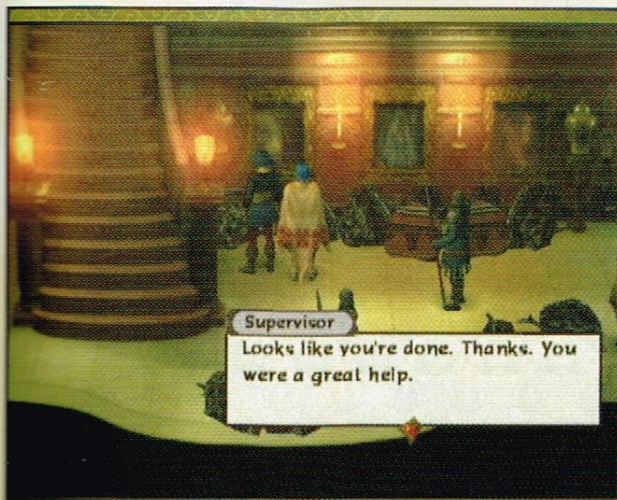


## Bonus Reward

Complete both Repairing the Castle side events and the Head Knight adds a **Glass Earrings Magnus** to the second reward.

## Helping Repair the Castle

After battling the Lord of the Winds, talk to the Supervisor in the hall off of the room where the tired soldiers were located. He asks that the party help clean up the hallway by moving the rubble to the sides. Agree to help and move each of the pieces in the middle of the hall to either the front or back wall. When all of the pieces are in place, go upstairs and talk to the Head Knight standing in front of the Diadem Royal Crest. He rewards the party with the **Hydra Constellation Fragment**.





# Anuenue

## The Rainbow Nation

### Komo Mai, City of Flowers

#### Side Events

- |                                   |          |
|-----------------------------------|----------|
| 1. Portable Shrine Show Revisited | page 101 |
| 2. Komo Mai Cookies               | page 44  |
| 3. A Lecture for Your Rock Salt   | page 102 |

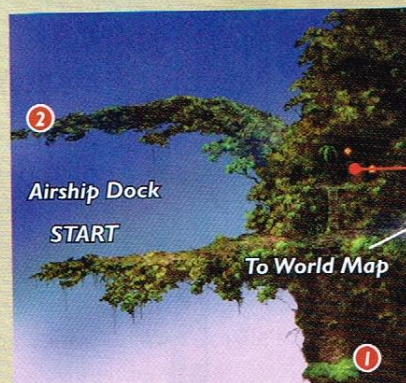


#### Magnus

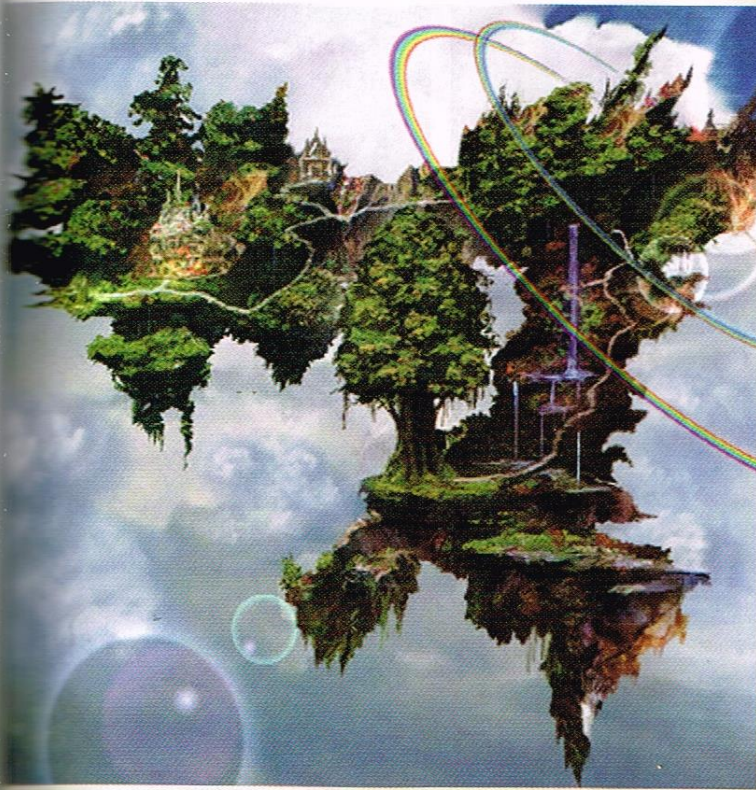
- |                                 |          |
|---------------------------------|----------|
| 1. Explosive Paddle             | page 126 |
| 2. Snake Tuba                   | page 122 |
| 3. Aunga Constellation Fragment | page 135 |
| 4. Bamboo Grass Creel           | page 138 |
| 5. Bananas                      | page 149 |
| 6. Nameless Flower Essence      | page 144 |
| 7. Stagnant Water Essence       | page 143 |
| 8. Egg Essence                  | page 143 |

#### Shop

Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Wheat Crackers	300	1	140
Chestnut Truffle	100	2	140
Fruity Gelatin	200	2	140
Dark Sword	2600	1	120
Marvelous Sword	4000	1	120
Shadow Cornet	1600	1	122
Black Scepter	2300	1	121
Shako	1250	1	130
Light Flare Lv 2	1050	1	124
Dark Flare Lv 2	1050	1	124
Peach	600	2	149







## The Thirty Year Festival

Pass through Anuenue Port to reach the city of Komo Mai. A large festival is taking place and the streets are full of merry-makers. Enter the arch (A) in the center of the main square and follow the path to Queen Corellia's Palace. As the party passes under the arch, they encounter a hunter with a very cool exterior. Keep going to find the entrance to the castle blocked by a portable shrine (B). Approach the shrine and then go up the steps on the left or right to reach the School of Magic after a short event.



## Auriga Constellation Fragment

Don't miss the Constellation Fragment hidden in the home at Anuenue Port. The Auriga Constellation Fragment is hidden in the dresser on the back wall.

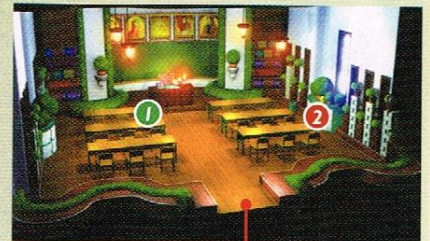
## School of Magic



### Quzman Genealogy Quest

I. Tulun

page 41



### Magnus

1. Sweetheart Picture	page 152
2. Chronos Blow 2	page 124
3. Black Scepter	page 121
4. Secret Recipe 3	page 154
5. Adventure Novel Essence	page 144
6. Popular Pickup Line	page 143
7. Weak Flame Essence	page 143

### Side Events

1. Rude Interruption	page 38
2. Mysterious Liquid	page 38
3. Playing Cupid 2	page 74
4. Cooling Off	page 102
5. Warming Up	page 102

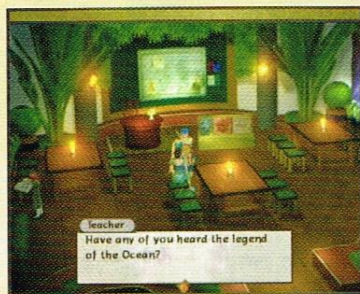




## Back to School

Visit all four classrooms in the School of Magic to learn much about the world. Each class reveals important tidbits of history and mythology.

Pay attention; there's no quiz, but it never hurts to be prepared. The path to the palace opens once the three lectures have been heard. Return to the street and go visit the Queen.



The second student rewards the party's rude behavior with a Magical Piggy Bank.

## Mysterious Liquid

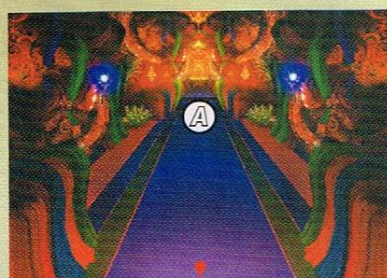
Visit the second classroom on the right side of the School of Magic. Investigate the large green flask at the front of the room and choose to taste the liquid inside. Speak to the woman observing Kalas after tasting the liquid and she rewards him with a Silkworm.



## Rude Interruption

Enter the first classroom in the left side of the School of Magic. Speak with the student at the front of the class on the left side of the room. Disturb him four times, then speak to the student behind him.

## Corellia's Palace



### Side Events

- |                      |          |
|----------------------|----------|
| 1. A Festive Feeling | page 74  |
| 2. Additional Thanks | page 102 |

### Magnus

- |                                  |          |
|----------------------------------|----------|
| 1. Deluxe Bananas                | page 150 |
| 2. Flower Bud                    | page 148 |
| 3. Strawberries                  | page 148 |
| 4. Hair Dryer                    | page 152 |
| 5. Mattress                      | page 152 |
| 6. Secret Information Essence    | page 145 |
| 7. Celestial Flower Seed Essence | page 143 |





## An Audience with the Queen

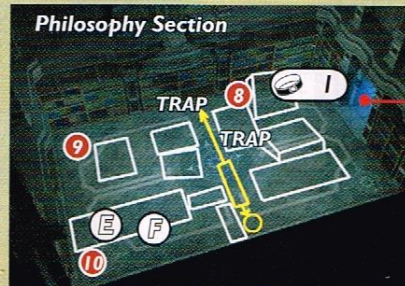
Enter the palace and walk straight up the stairs to meet Queen Corellia (A). She has a special visitor that puts the party on edge. The party has time to explore the town and enjoy the festivities with the letter from King Ladekahn delivered. Leave the palace and the party bumps into a woman who recommends checking the Ancient Library of Magic that's said to be inhabited by a witch. The library is just outside of town.

## Ancient Library of Magic

### Magnus

1. Zeit Robe	page 129
2. Sforzando	page 126
3. Will-O'-Wisp Hat	page 130
4. Wave Blade	page 121
5. Kite Shield	page 131
6. Deluxe Shortcake	page 139
7. Falcon Statue	page 134
8. Scarlet Shell	page 134
9. Deluxe Cookies	page 139
10. Magnum Cornet	page 122
11. Silver Sword	page 120
12. Ruby Earrings	page 138
13. Deluxe Bonbon	page 139
14. Taurus Constellation Fragment	page 135
15. Fruity Gelatin	page 140
16. Water Mirror Anklet	page 137

### Philosophy Section



### Literature Section

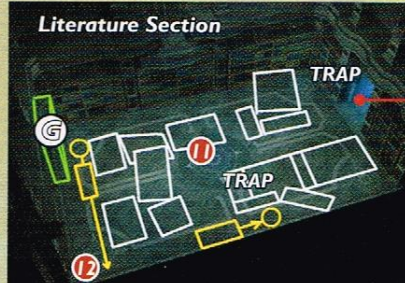
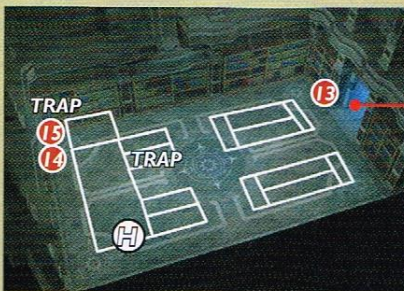


PHOTO ★

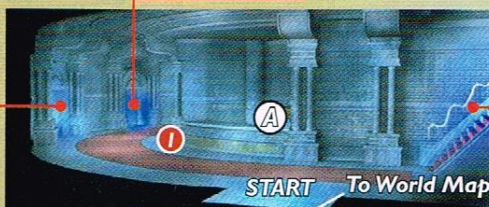
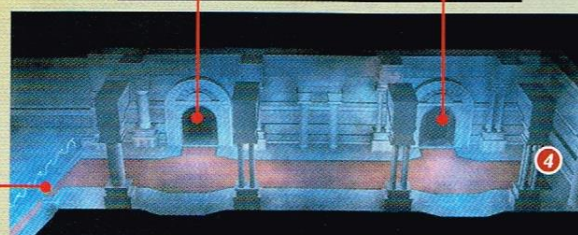
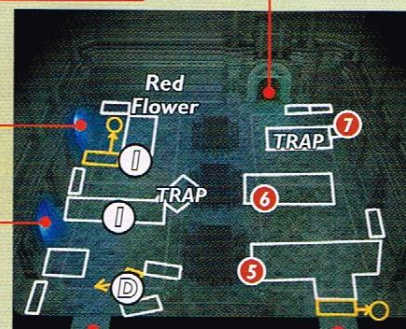
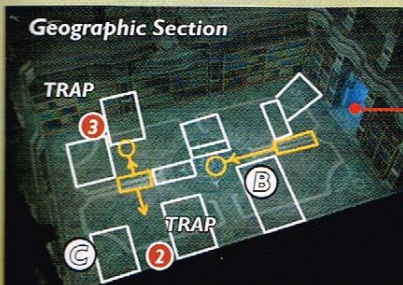
### Quzman Genealogy Quest

I. Tufayr

page 41



### Geographic Section





## LOCAL BESTIARY



### Skeleton Warrior (page 170)

★★★ PHOTO

HP	WATER	-30	FIRE	+30	LIGHT	+30
285	DARK	-30	WIND	0	CHRONO	0



### Cursed Spell Book (page 166)

★★★ PHOTO

HP	WATER	-30	FIRE	+30	LIGHT	+30
326	DARK	-30	WIND	-30	CHRONO	+30



### Cursed Grimoire (page 166)

★★★ PHOTO

HP	WATER	-30	FIRE	+30	LIGHT	+30
326	DARK	-30	WIND	-30	CHRONO	+30

## The Head Librarian's Quest

The Head Librarian's door is locked tight and the writing on the outside describes four books that he has hidden throughout the library. All four must be found and returned to their rightful place on the shelves outside his door before the party can gain entrance to his chambers. Grab the **Geography Section Key (A)** from behind the front desk. Use the key to enter the Geography Section on the left side of the hall.

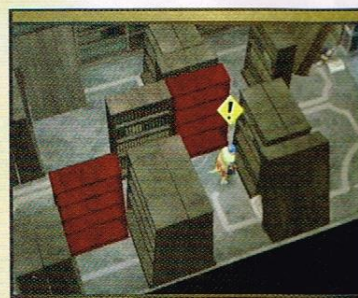


## Prepping the Party

The enemies in the library are mainly Skeleton Warriors, which are weak versus Fire, Light, and Chrono Magnus. The Cursed Spell Book and Cursed Grimoire only appear when the party searches a bookcase that contains one of the monsters. Bench Gibari and put Kalas, Xelha, and Lyude into action. Fill their Decks with as many Chrono and Fire Magnus as possible, since all of the enemies are weak against these two elements. Top the Decks off with Light and Dark and save the Light Magnus for Skeleton Warriors and the Dark Magnus for Cursed Grimoires and Cursed Spell Books.

## Geography Section

The red bookcases are blocking the path through the Geography section, but they can be pushed out of the way. Don't push the second bookcase too far, or it blocks the path to the chest below it. Push the red bookcase further down after emptying the chest and inspect the shelf to the right to find the **Geography Book (B)**. Collect the **Philosophy Section Key (C)** in the bottom left corner of the room and return to the main hall.



Go up the stairs to the right of the front desk and enter the first door at the top. There's a red bookcase with a key on top of it (D) just inside the door. Inspect the bookcase to cause it to fall. The key lands on the floor, but on the wrong side of the bookcase. Ignore it for now. Walk through the room to the top left corner and push the red bookcase out of the way to reach the entrance to the Philosophy Section.



## Class Level Up

Don't miss the **Falcon Statue** in chest seven. It allows Xelha to reach Class Level 4. Also grab the **Scarlet Shell** in chest five inside the Philosophy Section. It increases Gibari's Class Level to 4.

## Philosophy Section

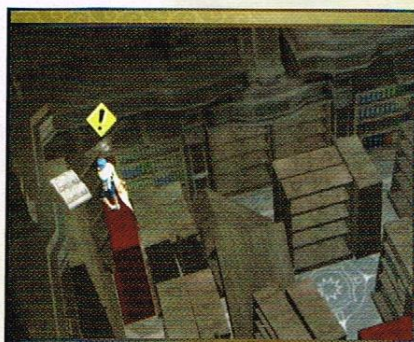
Climb the ladder on the bookcase in the middle of the room. Jump across the bookcases to reach the **Literature Section Key (E)** on the floor along the left side of the room. Push the red bookcase down to get out, then jump across it to reach the chest in the bottom left corner. Check the shelf next to the ladder to find a **Philosophy Book (F)**. Return to the previous room and enter the Literature Section that sits below the Philosophy Section.





## Literature Section

Go around the top and push the red bookcase down far enough to reach the first ladder. Climb up and jump across to the second ladder. Climb down and push the red bookcase up so it sits beside the book resting on top of the shelf along the left wall. Jump back across to the top of the first ladder and walk on the red bookcase to discover the large book is the **Literature Book** (G). Exit the room by pushing the red bookcase on the bottom to the right.



## And Stay Dead!

Every Skeleton Warrior has the ability to revive an ally one time during battle. Always target the enemies that haven't used their revive ability first and leave those that have for last. It shortens battles and saves Hit Points.

## History Section

Return to the area by the front desk and enter the History Section. Search the bottom left bookcase to find the **History Book** (H). The party should now have all four signed books: History, Literature, Philosophy, and Geography. Travel back to the room outside of the Literature and Philosophy Sections. Place the four books on the proper shelves (I) to unlock the door at the top.



## Folon

page 171

WATER +30 FIRE -30 LIGHT -50

HP 2300  
PHOTO ★★★

DARK +50 WIND 0 CHRONO 0

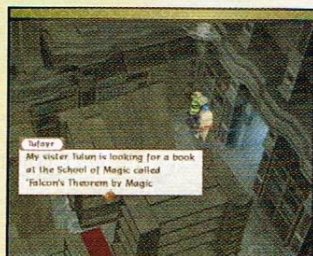
This battle is fit for any of the party members, but definitely take Gibari along. His Water-based Magnus are perfect against this boss as Folon is a Fire and Dark-based enemy. Fill the Decks with Water and Light Magnus. Include the powerful Ray of Truth and Crystal Mail Magnus that drop inside the library. This battle starts off easy. Defend with neutral and Water Magnus while creating as many Water and Light combinations as possible. Folon uses the Chaotic Flames attack often, but one Water and one neutral defensive Magnus can nearly snuff out the damage. The boss can paralyze victims randomly, which can severely handicap the party for a few turns. Watch the paralyzed

person's Hit Points carefully, since that person can't defend. The battle gets difficult when Folon uses Energy Injection to increase his attack and speed. Quickly finish him off, or be ready to heal after each attack. His combos cause nearly three times as much damage once he's powered up. The party receives a **Heartlight Candle** (Class Level 4 for Lyude) and a **Devil Eupho Magnus** after the battle.



## Tufayr & Tulun

Enter the Ancient Library of Magic again and visit the Literature Section. Speak to the man just inside the door and show him the Family Tree. His name is Tufayr and he comments that his sister is busy looking for answers at the School of Magic. Return to Komo Mai and enter the left side of the school. Walk to the front of the first classroom and speak to the girl in the left corner. She gladly signs the Family Tree, since her brother's search is complete.



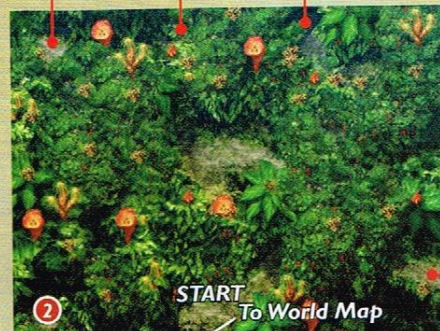
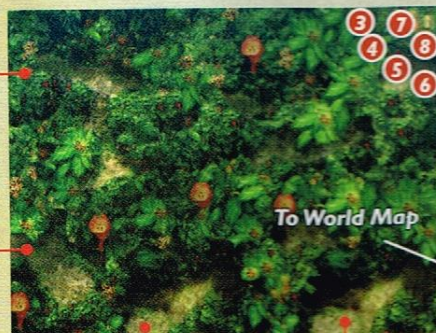
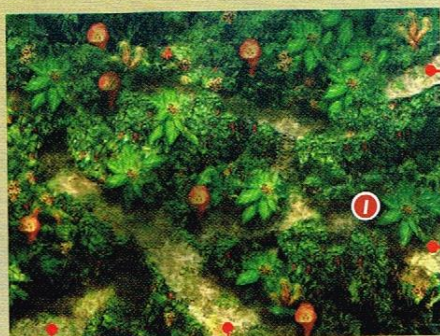
## Water Mirror Anklet

Stop back inside the Head Librarian's room for a moment and empty the final chest. It was inaccessible earlier due to the boss fight.



# Holoholo Jungle

PHOTO ★★



## Magnus

1. Silver Earrings	page 138
2. Ice Crystal Buckle	page 137
3. Brave Knight Helm	page 129
4. Heat Paddle	page 121
5. Fire Burst Lv 3	page 124
6. Smash Tackle	page 126
7. Wind Yell Lv 1	page 134
8. Equuleus Constellation Fragment	page 135

## LOCAL BESTIARY



### Acheron (page 165)

★★★

PHOTO

HP	WATER	FIRE	LIGHT
380	-60	+60	0
DARK	WIND	CHRONO	
0	0	0	



### Spell Shellfish (page 170)

★★★★★

PHOTO

HP	WATER	FIRE	LIGHT
180	+20	+20	+20
DARK	WIND	CHRONO	
+20	+20	+20	



### Undead Swordsman (pg 169)

★★★

PHOTO

HP	WATER	FIRE	LIGHT
340	0	0	-50
DARK	WIND	CHRONO	
+50	-30	+30	



### Mirabilis (page 170)

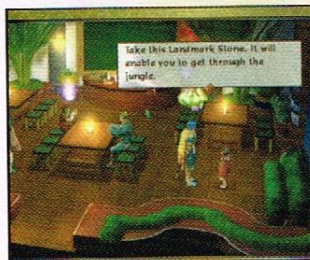
★★★★★

PHOTO

HP	WATER	FIRE	LIGHT
450	-30	+30	0
DARK	WIND	CHRONO	
0	+30	-30	

## Cost in the Jungle

Speak to the man wandering back and forth at the jungle's entrance. He mentions that nobody can find their way through the jungle without the aid of a Landmark Stone. Return to the School of Magic and enter the second classroom on the right side of the school. Ask the Principal about a Landmark Stone and she'll happily provide one to the party.



The jungle is a difficult area to navigate. The foliage is thick and covers up the paths making them almost impossible to see. The thick jungle also supports a wide variety of life forms. Leave Gibari in the secondary and put Kalas, Xelha and Lyude into the battle formation. Tweak their Decks with as many Fire and Light Magnus as possible. Water-based creatures are very common here. Follow the maps carefully through the jungle. The paths are clearly marked.





## Equuleus Constellation Fragment

The huge treasure trove in the top right corner of the third map is easy to miss. Look for a ladder at the bottom of the path. There are seven chests in all in this one location. One of them contains the Equuleus Constellation Fragment.



## Opu. the Waterfall Village

### Wazn Animal Quest

1. Water lark

page 102



### Side Events

1. Grandma's Medicine

page 74

2. Beauty Secrets

page 74

### Magnus

1. Uncooked Rice	page 146
2. Lupus Constellation Fragment	page 135
3. Flash Explosion*	page 125
4. Curry	page 155
5. Perseus Constellation Fragment	page 135
6. Ice Knuckles	page 123
7. Boiled Egg Essence	page 143
8. Stoked Flame Essence	page 143
9. Weak Flame Essence	page 143

\*Available after returning the Komo Mai Cookies to Mayfee.

### Shop

Magnus	Cost	Qty	Page
Shish Kebab (L)	250	2	139
Wheat Crackers	300	1	140
Chestnut Truffle	100	2	140
Fruity Gelatin	200	2	140
Wave Blade	3000	1	121
Flame Sphere	2400	1	123
Feathered Barrette	5000	1	138
Light Yell Lv I	1600	1	133
Dark Yell Lv I	1600	1	133

## The Hunter

Cross the bridge to talk to meet Mayfee (A), a Keeper of the Celestial Tree. Follow her into her home. Talk to her grandmother about the Celestial Tree. Follow Mayfee next door and speak to her at the altar (B). Walk outside and Gibari demands that the party find Komo Mai Cookies for Mayfee.



Return to Komo Mai and speak to the venders outside the School of Magic. The man on the right bakes the Komo Mai Cookies. He needs a special ingredient to make the cookies, a Celestial Flower Seed. Enter the castle and venture into the

top room on the right side of the main hall. Inspect the shelves to the right of the bed to find the Celestial Flower Seeds. Take one back to the man to get a Komo Mai Cookie. Return the cookie to Mayfee.

Leave the house and enter the door at the bottom of the village. Talk to the mystery woman to learn her name is



Savyna (C). She joins the party and suggests that they head to the Celestial Tree to see it bloom and acquire the End Magnus. Save and level-up before leaving town.





## Lupus & Perseus Constellation Fragments

Check the shelf of flowers behind the spinning gears inside the first house. The **Lupus Constellation Fragment** is hidden among the plants. Also talk to the person kneeling on the ground next to the blue flower at the bottom of the village to get the **Perseus Constellation Fragment**.



## Komo Mai Cookies

Revisit the baker after getting the Komo Mai Cookies for Mayfee. He mentions that his stock of Celestial Flower Seeds has run out. Enter the castle and retrieve another for him. He rewards the party with a **Doll Magnus**. This side event can be performed over and over again as desired.



## Celestial Tree

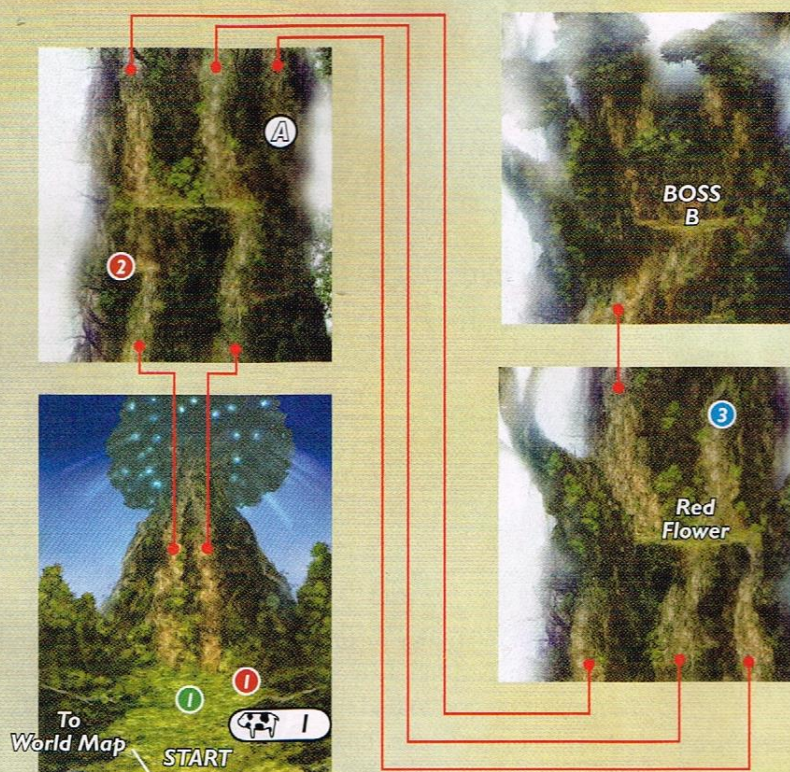


PHOTO ★★

### Magnus

1. Crater Constellation Fragment page 135
2. Wild Cherry Bud page 135
3. Gold Beetle Carapace Essence page 144

### Wazn Animal Quest

1. Pigeon page 103

### Side Events

1. Vinegar Fights Fatigue page 103

## LOCAL BESTIARY

**Devil Claws** (page 167)

★★★ PHOTO

HP	WATER	+30	FIRE	-30	LIGHT	0
495	DARK	0	WIND	-20	CHRONO	+20

**Blood Leaf** (page 166)

★★★ PHOTO

HP	WATER	0	FIRE	0	LIGHT	0
360	DARK	0	WIND	-80	CHRONO	+80



## Rescuing Mayfee

Climb the right side of the tree to the second ledge. Climb down the tree on the right side to reach the small ledge where Mayfee (A) is pinned down by a monster. Defeat the enemies to save her. She joins the party, but isn't a playable character.



Scale the tree again, but climb up the left side from the first platform. The path takes the party to the large door (B) at the top. The spell guarding the door can only be broken by a guardian such as Mayfee. Take a moment to prepare for the coming boss fight before stepping up to the door. Gibari is not a good choice for the next battle because of his heavy reliance

on Water and Wind. He may be able to pitch in if the party has collected a large number of Heat Paddle Magnus, but that's very unlikely. Xelha and Savyne are solid choices, but either Kalas or Lyude can take the final spot. Neither one is a perfect fit. Kalas tends to provide more offensive power though. Equip each of the characters with as many Fire and Dark Magnus as possible. Fire is the preferred element, so include as much of it as possible. Include a few healing items that remove flames, such as the Skipjack. Also consider throwing in a few Water-based defensive Magnus. Not many though, since Fire and Dark are the primary focus.



### Tree Guardian

page 174

WATER -50 FIRE +50 LIGHT +20

HP 2700  
PHOTO ★★★★★

DARK -20 WIND 0 CHRONO 0

### Tentacle

page 174

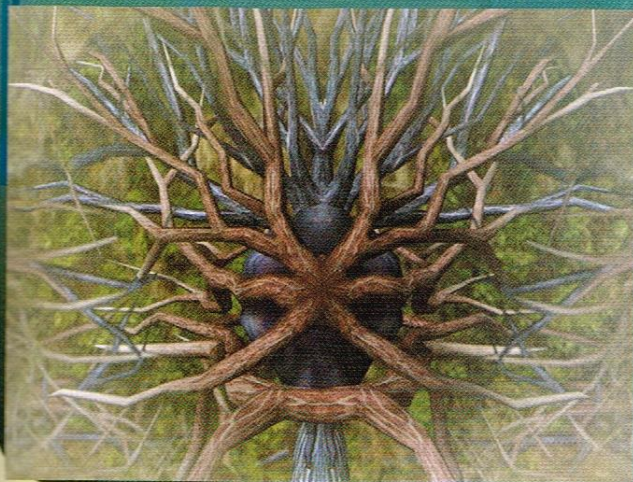
WATER -80 FIRE +80 LIGHT +30

HP 500  
PHOTO ★★★

DARK -30 WIND 0 CHRONO 0

This boss is comprised of three parts: the Tree Guardian (which is the center) and two Tentacles. The Tree Guardian often uses a Banishing Water attack that causes heavy Water and neutral damage. Use any type of Fire armor in combination with a neutral armor to take the sting out of

it. The Tentacles also attack, but are a lesser threat. Target them first and eliminate them. They don't have many Hit Points, so they're easy to defeat. The Tree Guardian may resurrect them with its Sap of Resurrection, but the Tentacles can be knocked back down very quickly.



Keep the pressure on the Tree Guardian throughout the battle, but always cut down the Tentacles first. Limit the boss to one attack per turn in this way and it's much easier to defeat. Fire is especially effective against the Tree Guardian, so save Fire Magnus for the body and use Dark Magnus to assault the Tentacles when possible. The party is awarded a **Freezing Axe** (Special Attack IV for Savyna) and **Dancing Flames** (Special Attack IV for Xelha) with the victory.





## Savyna

page 173

WATER 0 FIRE 0 LIGHT 0

HP 3300

DARK 0 WIND 0 CHRONO 0

PHOTO ★★

The second battle begins immediately after the first, so there's no chance to change the party or Decks. Savyna's spot in the party is automatically filled if she fought the Tree Guardian. She's a powerful enemy, but has no elemental weakness. Any attack types work, but the party's options are likely to be limited by the previous battle. Heal everyone right away if some of the party members are still suffering from the first battle. Savyna's Burning Arrow causes a healthy dose of Fire and neutral damage, but also has a chance to cover its victim in flames. Work to remove this status quickly. It causes far more damage per turn than most poisons and can be the difference maker in the battle. She also has the ability to heal with Emergency Capsule,

but only a small amount. Combos and solid defense are the keys to the battle. Take advantage of combo bonuses, since there's no elemental weakness of which to take advantage. There's no item reward for winning this battle, but it's a great opportunity to get a very valuable picture of Savyna.



## Aftermath

Return to Komo Mai with the End Magnus. Seek an audience with Queen Corellia in her court, then again in her chambers. The party must travel to Mira through the Trial of Souls. Go back to the airship dock and board it when ready to leave.



## Crater &amp; Ursa Major Constellation Fragment

Search the tent on the right at the base of the tree. The **Crater Constellation Fragment** is hidden among some food cartons. The **Ursa Major Constellation Fragment** is randomly dropped by Blood Leafs. Fight them until they provide one.



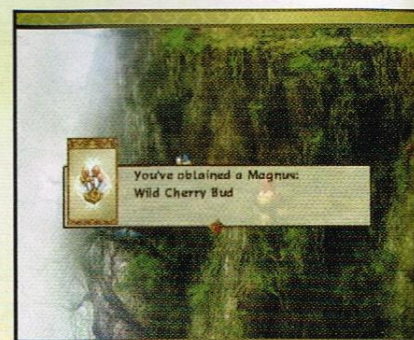
## Butterfly Barrette

Blood Leafs drop **Butterfly Barrettes** occasionally. It's a piece of armor for Savyna. Don't miss out on it. Fight the Blood Leafs until they cough up one.



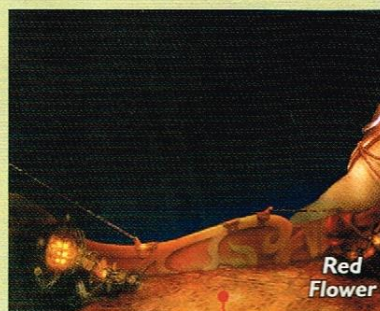
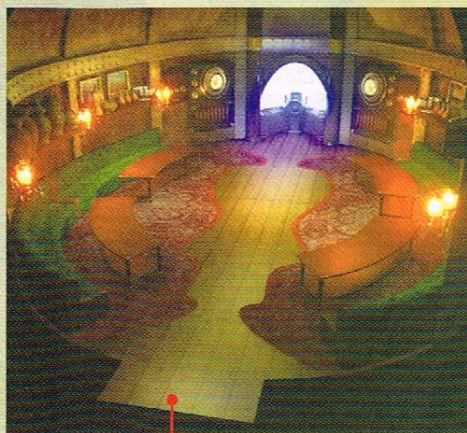
## Wild Cherry Bud

Climb the left side of the tree from the bottom to find a chest on a small ledge. It contains a **Wild Cherry Bud** (chest 2), which is used to raise Savyna's Class Level to 4.





## Passageway of Souls



### Great Mizuti

Explore the ship and speak to Xelha, Lyude, and Savyna. Return to the main cabin and speak to Gibari at the helm. Check on the others after the disturbance. Step outside once everyone has regained consciousness. A strange creature that speaks in rhyme appears from out of nowhere. Return to the others after speaking to the Great Mizuti. Save before talking to Xelha to restart the ship.



### Get Ready Now!

There's a big fight coming and this is the last chance to prepare for it. Xelha and Savyna are both good choices. The third spot fits Kalas or Gibari well. The enemies in the Portal to an Outer Dimension are extremely resistant to physical damage and resist all forms of elemental damage. Load up on battle Magnus that cause elemental damage to bypass their defenses. The boss is especially vulnerable to Light, so stock up on Light-based battle Magnus (both offensive and defensive). Equip Savyna with the Butterfly Barrette and Xelha with the Water Mirror Anklet to strengthen their Paralysis resistance.

## Portal to an Outer Dimension

### LOCAL BESTIARY



Ghost Claws (page 167)



PHOTO

HP	WATER	-60	FIRE	-60	LIGHT	-60
315	DARK	-60	WIND	-60	CHRONO	-60



Zelmer (page 177)



PHOTO

HP	WATER	-60	FIRE	-60	LIGHT	-60
270	DARK	-60	WIND	-60	CHRONO	-60



## Following Mizuti

Mizuti leads the Mindeer out of the Passageway of Souls, but it isn't an easy trip. A horde of fearsome beasts attempt to assault the airship as it follows Mizuti's lead. Use the Mindeer's cannon to blast the enemies before they can reach the ship. Every group of enemies that's shot down entirely before reaching the vessel drops a prize. All but one of the prizes is a valuable Magnus, so it's worth doing well. The Mindeer must fly over the Magnus to collect them. Missed enemies reach the ship and force an encounter.



### Fight Patterns & Rewards

Round	Enemy Pattern	Strategy	Reward
1	Four in a row on the left	Fly slightly to the left of Mizuti and fire in a straight line	Half Plate
2	Four in a row on the right	Fly slightly to the right of Mizuti and fire in a straight line	Aqua Burst Lv 3
3	Four in a row on the left	Fly slightly to the left of Mizuti and fire in a straight line	Crystal Edge
4	Four in a row on the right	Fly slightly to the right of Mizuti and fire in a straight line	Shish Kebab (Large)
5	Four in a diagonal row starting on the right and going left	Stay in the center below Mizuti and strafe right to left holding [↖]	Ice Knuckles
6	Four in a diagonal row starting on the left and going right	Stay in the center below Mizuti and strafe left to right holding [↗]	Green Oak
7	Four in a zigzag pattern: left, right, left, right	Stay in the center below Mizuti and fire back and forth	Kite Shield
8	Four in a tight zigzag pattern: right, left, right, left	Stay in the center below Mizuti and fire back and forth	Speed*
9	Five in a row on the far left	Slide far to the left and fire up in a straight line	Devil Eupho
10	Five in a row on the far right	Slide far to the right and fire up in a straight line	Diminuendo**
11	Five in a diagonal row starting on the right and going left	Stay in the center below Mizuti and fire to the right as the enemies appear. Strafe left, moving slightly in that direction, so the Mindeer is in position to pick up the dropped Magnus.	Wheat Crackers
12	Five in a diagonal row starting on the left and going right	Stay in the center below Mizuti and fire to the left as the enemies appear. Strafe right, moving slightly in that direction, so the Mindeer is in position to pick up the dropped Magnus.	Camera 2
13	Five in a zigzag pattern: left, right, left, right, left	Sit in the center below Mizuti and fire left and right rapidly as the enemies appear.	Secret Recipe 4

\*This is not a Magnus. It speeds the Mindeer up for a few seconds closing the gap between Mizuti and the party.

\*\*Special Attack IV for Lyude.

## Gnosis

page 172

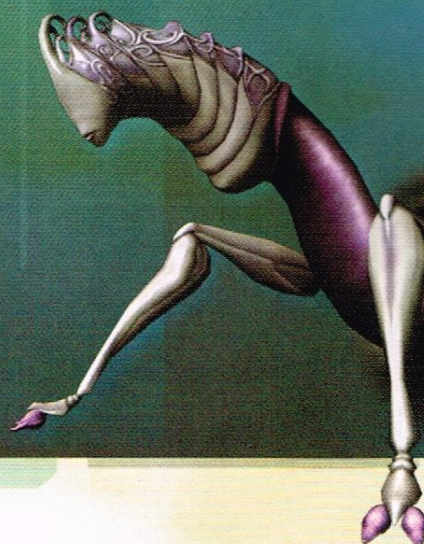
WATER +50 FIRE +50 LIGHT +50

HP 3600

DARK +100 WIND +50 CHRONO +50

PHOTO ★★

The flight stops at a hole containing a fearsome beast. There's no time to change Decks, so hopefully everything was done before leaving. The boss uses a Dark Force attack that paralyzes its victims. It uses the attack about every other turn, which is enough to keep one character in check throughout the entire battle. Watch a paralyzed party member very carefully. The paralyzed character can't block and takes full damage from any attacks. Focus on creating powerful Light combos to take advantage of the enemy's weakness. Combos of any elemental type work if Light Magnus aren't available, but elemental damage is important. The boss has a solid defense that's hard to cut through with physical attacks. The party is rewarded with the **Ancient Branch** (Class Level 5 for Kalas), a **Brave Knight Helm**, and the **Andromeda Constellation Fragment**.





# Mira

City of Illusion

## Parnasse, the Confectionary Village



### Quzman Genealogy Quest

1. Nubata

page 111



### Magnus

- 1. Frozen Tangerine page 149
- 2. Chronos Armor page 128
- 3. Fresh Beef page 147

### Side Events

- 1. Pastry Contest 1 page 72
- 2. Pastry Contest 2 page 72

### Shop

Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Shish Kebab (L)	250	1	139
Fruity Gelatin	200	1	140
Chestnut Truffle	100	1	140
Wheat Crackers	300	1	140
Moonlight Creel	12,000	1	138
Half Plate	8,500	1	128
Brave Knight Helm	7,300	1	129
Plain Pastry	2,200	1	145
Aqua Burst Lv 3	7,000	1	124
Flame Sphere	2,400	1	123
Bacon	580	1	155
Chunk of Ice	100	1	148



## A Sweet Reunion

Enter the first building on the right to find Trill (A), an old acquaintance of Kalas. She asks a favor. Kalas must retrieve some Mira chocolate from Donella. Leave the bakery and enter the one just above it. Speak to the apprentice standing by the big vat of chocolate (B). He asks for some of Tisocco's Mira cream in return for the chocolate. Return to Tisocco's bakery and obtain **Mira cream** from the vases next to the oven (C). Return the Mira cream to the apprentice and take a bit of **Mira chocolate** from the vat. Return the Mira chocolate to Trill. She

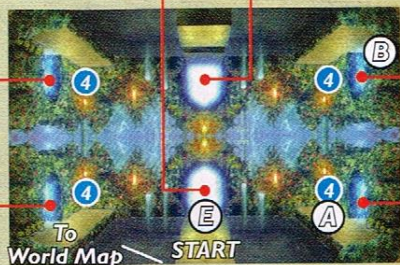
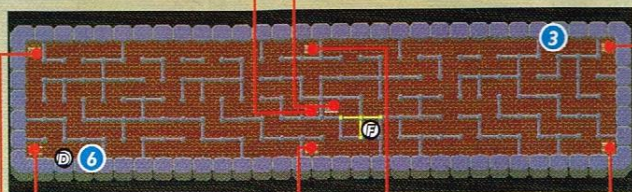
can speak freely now and tells the party of a garden north of town where she encountered a shining Magnus. It could be the End Magnus!





# Detourne. the Mystical Garden

PHOTO ★★ In the Maze ★★ By the Boss ★



## Magnus

1. Silver Barrette	page 138
2. Whirlwind Hit	page 126
3. Green Ring	page 51
4. Mirage Weed	page 144
5. Pristine Water Essence	page 143
6. Golden Pick Axe Essence	page 144

## LOCAL BESTIARY



Gormer (page 168)

★★★★★

PHOTO

HP	450	WATER	+100	FIRE	-100	DARK	0
		LIGHT	0	WIND	0	CHRONO	0



Slime (page 170)

★★★★★

PHOTO

HP	540	WATER	-80	FIRE	+80	DARK	0
		LIGHT	0	WIND	0	CHRONO	0



Devilish Hands (page 167)

★★★★★

PHOTO

HP	600	WATER	+20	FIRE	-20	DARK	-20
		LIGHT	+20	WIND	+20	CHRONO	-20



Magic Shellfish (page 169)

★★★★★

PHOTO

HP	200	WATER	+20	FIRE	+20	DARK	+20
		LIGHT	+20	WIND	+20	CHRONO	+20

## Assisting the Golden Hero

Cross the red cube and talk to the woman (A) bent over in the corner. Ask her about the garden and everything in it to make the Golden Hero appear later. Pass through the door on the right to enter the maze. Defeat the two Slimes roaming the maze in the middle and far left.

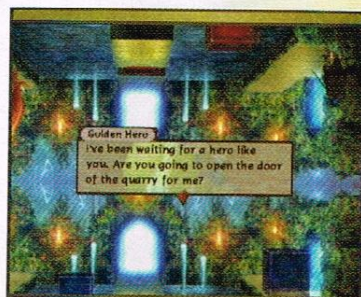


## Party Configuration

There's no perfect set-up for this area. The enemies vary greatly, so a single configuration doesn't work. The Slimes in the maze are vulnerable to Fire and cause Water and Chronos damage. The creatures around the scales are vulnerable to Water and Light. Focus on Light and Wind and put Fire in one Deck and Water in another. It may even be worth setting up two specialists with these elements and swapping them out depending on where the party is fighting.



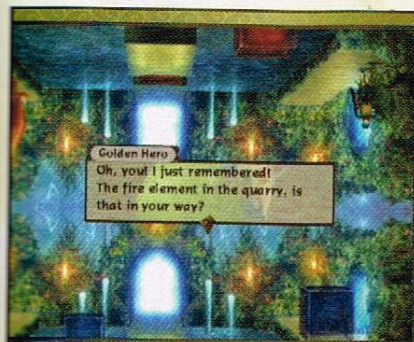
Use the staircase in the middle of the top row. Cross the red block and speak with The Golden Hero (B) leaning against the wall. Agree to help open the door and he gives the party **Jet Boots**. Speak to him a second time to receive the **White Sword**. These are valuable items, not Magnus. The Jet Boots allow the party to move at twice the normal speed while in the maze. The White Sword is nothing more than a cheap prop. Enter the door on the right and finish off the third slime.



## Slippery Slime

The third Slime sometimes hides in the corner behind the Fire Element. If so, get the Red Necklace from the Golden Hero, then go after the enemy. The necklace allows the party to pass through the flames.

Go back through the hub and talk to the Golden Hero once more. Tell him the party is having trouble with the Fire Elements in the maze. He gives the party a **Red Necklace**,



which allows them to walk through the fires without being harmed. Exit the hub to the middle stairs in the top row of the maze. Enter the stairs in the center of the maze to reach the scales (C).

Cross the water on the red cube in back and collect two **Pristine Water Essences** from the pool surrounding the scales. Dump the Pristine Water into the blue bowl to lower the blue block into the water.



Return to the maze and enter the stairs in the middle of the bottom row. Cross the blue block on the left and enter the door in the left wall. Gather the **Golden Pick Axe Essence** (D) from the treasure chest.

Return to the middle of the maze and enter the center door in the top row. Break the chain connected to the block. Go back to the scales and fill the red bowl with two Pristine Water Essences. Walk back into the maze and enter the stairs at the bottom in the middle. Pick up the **Key** (E) sitting on the block.



## The Green Ring and Balance

There are two valuable bonus items available here, but they aren't necessary. Stay in the center of the maze for 10 seconds after getting the Golden Pick Axe Essence and listen for a chime. This signals the appearance of a new chest. The chest can appear anywhere in the maze. Run around to find it and collect the **Green Ring** from inside. Walk out and try again if the chest appears in an inaccessible area.



Stick around until the maze timer runs out once the Green Ring has been acquired. Two blue Will-O-Wisps appear. Normally they kick the party out of the dungeon, but the Green Ring prevents this from happening. Run into one of them and another chest appears somewhere in the maze. Find and open it to collect **Balance**. Speak to the Golden Hero and he praises the party's accomplishment.



Balance allows the Golden Hero to alter the red and blue cubes in the hub without using the scales.



Mira

Backtrack to the center of the maze and use the Golden Pick Axe Essence to break through the golden walls and reach the door, which the Key unlocks.



## Be Prepared

A boss is waiting on the other side of the door. The boss is resistant to every element, so Kalas and Savyna are the best choices. They can both cause a heavy amount of non-elemental damage. The third person can be anyone, but Xelha is the least desirable choice unless she's acting as a designated healer. Stack the decks with neutral offensive Magnus and Light, Water, and Wind defensive Magnus. It also helps to have Headache and Paralysis cures of some sort in each Deck.

## Magnus Giganticus page 173

WATER -50 FIRE -50 DARK -50

HP 4000  
PHOTO ★★★

LIGHT -50 WIND -50 CHRONO -50

The Magnus Giganticus is resistant to every Element and attacks with Dark, Chronos, and Water. Its Dark Surge hits with heavy neutral and Dark damage with a touch of Chronos and Water. Guard against the Dark and neutral damage first. It also uses a Chronos Cage attack that causes a large amount of neutral and Chronos damage with a touch of Water and Dark. Protect against the neutral and Chronos damage first. The attack is also likely to cause Paralysis in the victim.

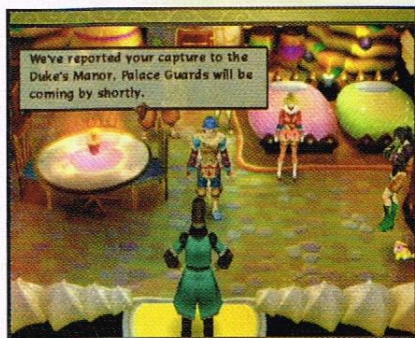
Attack with neutral damage as much as possible and create combos on every turn. Avoid using Water, Chronos, and Dark Magnus. The damage is automatically cut in half, and the boss is able to block some of the damage with defensive Magnus. Take care of anyone that's Paralyzed, since those characters won't be able to block and should sustain severe damage if attacked. The party receives **Emerald Earrings** (armor for Lyude) and a **Gleaming Helm Magnus** after winning the battle. The party also collects the **Shadow Magnus** before departing.



## Deep Trouble

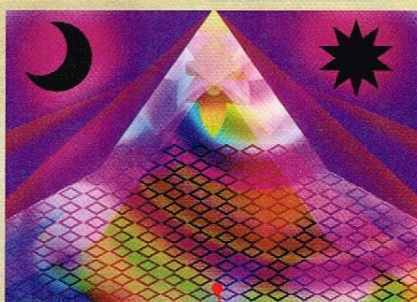
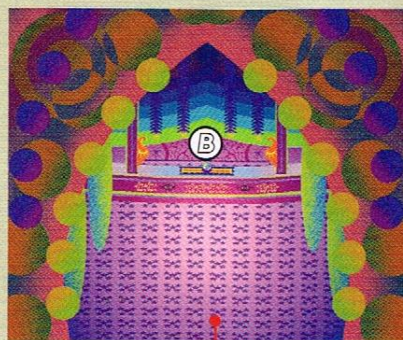
Return to Parnasse to find that terrible things have happened while the party has been away. The party is taken into custody and locked in a house.

Talk to everyone to devise an escape plan and travel to Reverence.





# Reverence, the Picture Book Village



## Magnus

1. Monolith Pen page 154
2. tri-Crescendo Pen page 154

## Quzman Genealogy Quest

1. Misjah page 76

## Shop

Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Shish Kebab (L)	250	1	139
Fruity Gelatin	200	1	140
Chestnut Truffle	100	1	140
Wheat Crackers	300	1	140
Pegasus Cloak	6700	1	129
Millinery	5100	1	130
Silk Robe	9800	1	129
Shortcake (Small)	2200	1	145
Sculpting Knife	450	1	153
Uncooked Rice	120	1	146
Brilliant Horn	8800	1	122
Light Flare Lv 3	8000	1	124
Chunk of Ice	100	1	148

## Fortunes

Talk to the unusual creature (A) to the left of the bridge. It asks for **Mirage Weed**, which is found back in Detourne. Return there and collect some from the wall of the hub. Bring it back and offer it to the creature. It takes the Mirage Weed and activates a chain of events that open the building in the top left corner. Enter the building and talk to the Old Fortune Teller (B) inside. Upon leaving the building, the party learns that some strangers with a hooded woman have just entered the Shrine of Spirits. Head there right away.



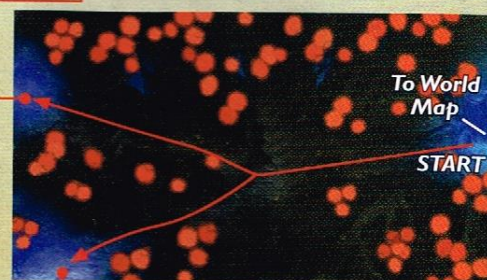
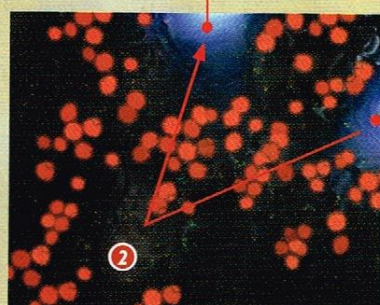
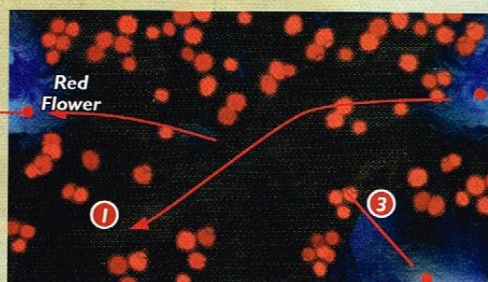
## Do It Again!

The Old Fortune Teller's home is blocked again if the party enters another building or leaves the town. It can be reopened at any time if the party takes more Mirage Weed to the same creature.



# Nekton. Shrine of Spirits

PHOTO ★



## Magnus

- |                    |          |
|--------------------|----------|
| 1. Wind God Blade  | page 121 |
| 2. Corona Borealis | page 135 |
| 3. Water Blade     | page 125 |

## LOCAL BESTIARY



Gray Cancerite (page 168)



PHOTO

HP	WATER	FIRE	DARK
520	-30	+30	+30
LIGHT	WIND	CHRONO	
-30	0	0	



Filler (page 167)



PHOTO

HP	WATER	FIRE	DARK
480	0	0	+50
LIGHT	WIND	CHRONO	
-50	0	0	



Ray-moo (page 169)



PHOTO

HP	WATER	FIRE	DARK
495	0	0	+30
LIGHT	WIND	CHRONO	
-30	-30	+30	

## Through the Eerie Glow

To get through Nekton, follow the top fork first to claim the treasure at the end, then take the bottom fork to the boss. All of the enemies in this area are weak versus Dark Magnus. That makes Lyude and Xelha important characters to have in the party. Gibari or Kalas do well in the third spot. Pack the Decks with as many Dark Magnus as possible. Fill any holes with Fire and Chronos. Pause at the save point and put Gibari into the party if he isn't already. Pack his Deck with Dark and Wind Magnus and drop the Chronos from the other Decks in favor of Wind or Fire and Water Magnus. Also equip the party with armor Magnus that protect against Paralysis.





## Sikri

page 174

WATER 0 FIRE 0 DARK +80

HP 3000  
PHOTO ★★★

LIGHT -80 WIND +50 CHRONO -50

The boss has two weaknesses that are easy to exploit. Use Dark and Wind Magnus in combination to rip through its Hit Points quickly. The battle is simple at first. The boss uses Unholy Symbol often, which causes significant neutral and Light damage. It also has a chance to cause Paralysis. The attack is fast enough that the boss can use it twice in a row at times.

The fight doesn't get difficult until the boss is nearly out of Hit Points. At that point, it begins to perform a Life Drain that steals Hit Points from its victim and feeds the Hit Points back to itself. The attack heals the boss for around 250+ points with each use, so the battle becomes a sort of tug-of-war. Use a few powerful combos at the end to cause more damage to the boss than it can heal and finish the battle quickly. After the battle the party receives a **Golden Buckle** (armor for Kalas), **Dark Embrace** (Special Attack V for Xelha), and the **Virgo Constellation Fragment**.



## Corona Borealis, Cepheus &amp; Hercules

It's been awhile since a Constellation Fragment appeared, but this area makes up for the drought. The second chest contains the **Corona Borealis Constellation Fragment**. The Fillers in this area randomly drop the **Cepheus**



Constellation Fragment and the Ray-moos drop the **Hercules Constellation Fragment**. Fight them both until they cough them up.

## Everything's A-OK

It's now safe to return to Parnasse. The heat is off since the party rescued Lady Melodia. Feel free to stop in to save and buy supplies.





## Balancoire, Borough of Illusion



### Magnus

1. Sugar Cane	page 148
2. Millinery	page 130
3. Pot of Air	page 153
4. Cedar Tree	page 149
5. Deluxe Red Wine	page 155
6. Bacon	page 155
7. Stoked Flame Essence	page 143

### Wazn Animal Quest

1. Pollywhale	page 106
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### Side Events

1. Haze Over Diadem	page 72
2. Feminine Vanity	page 72
3. Reliable Man	page 73
4. How to Attract Customers	page 56
5. Helping Out in the Kitchen 1	page 73
6. Helping Out in the Kitchen 2	page 106

### Shop

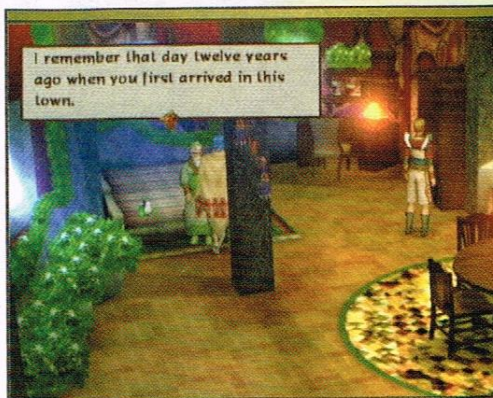
Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Shish Kebab (L)	250	1	139
Fruity Gelatin	200	1	140
Chestnut Truffle	100	1	140
Wheat Crackers	300	1	140
Apple Pie (Slice)	5000	1	139
Mini Cream Puff	2200	1	145
Mayfly	8500	1	121
Tekken (Iron Fists)	4800	1	123
Dark Flare Lv 3	8000	1	124
Chronos Blow 3	9000	1	124
Persimmons	1800	1	150
Skipjack	10,000	1	150
Chunk of Ice	100	1	148



## Homecoming

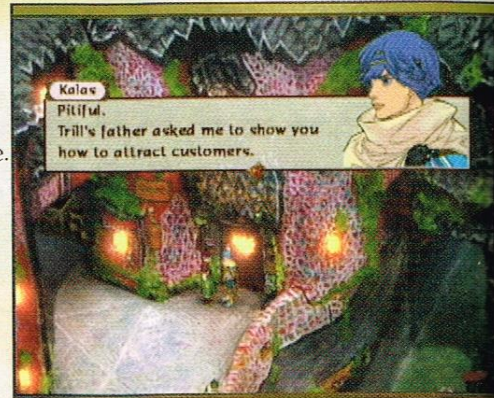
Talk to Trill's Father (A), the folks in the first house (B), and the lady in the house on the left side of town (C). The party encounters Lady Melodia (D) heading for the palace after the last conversation.

Follow her to Duke Calbren's Manor (E).



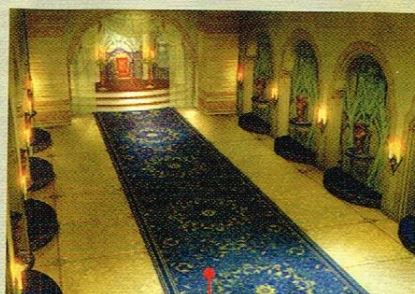
## How to Attract Customers

Talk to Trill's father twice and he asks Kalas to give his new employee a pep talk. Step outside and speak to the man next to the door. Teach him how to sell the diner to passing patrons. The options chosen don't matter. Go back inside and talk to Trill's father again when done. He rewards Kalas with the Scorpion Barrette.



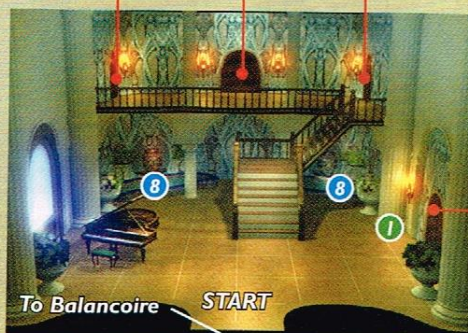
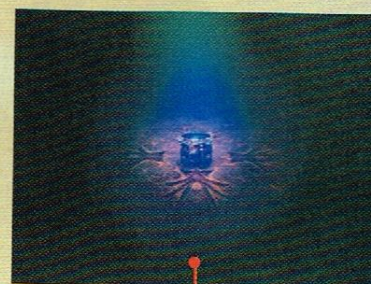


# Duke Calbren's Manor



## Magnus

1. Piscis Australis Constellation Fragment	page 135
2. Jill's Jewelry Box	page 153
3. Sleet Shawl	page 129
4. Tearless Mermaid	page 150
5. Secret Recipe 5	page 154
6. The Silent Woman	page 147
7. Robe of Firelight	page 129
8. Stagnant Water Essence	page 143



To Balancoire

START



To Balancoire

## Wazn Animal Quest

1. Hograt page 106

## Side Events

1. A Nanny's Diary page 106
2. Let's Beef up the Museum! Page 106

## Race to the Magnus

Scale the grand staircase and enter the great hall in the middle of the top floor. The End Magnus is below the manor and heavily guarded. Follow the Duke and Lady Melodia down to the museum. They open a passage in the museum floor that leads to an unusual catacomb. The Great Mizuti also joins the party as they begin their search for the next End Magnus.



## Piscis Australis

Check the museum room to find the Piscis Australis

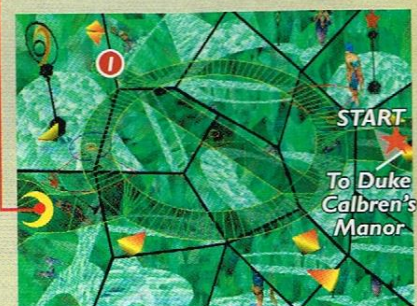


Constellation Fragment. It can be found inside one of the drums at the bottom of the screen.



# Coccolith. Cabyrinth of Mirrors

PHOTO ★★★★★



## Magnus

- |                     |          |
|---------------------|----------|
| 1. Heaven's Pillar  | page 127 |
| 2. Corona Australis | page 135 |

## LOCAL BESTIARY



Wokoob Kakish (page 170)

★★★★★

PHOTO

HP	600	WATER	0	FIRE	0	DARK	+50
		LIGHT	-50	WIND	0	CHRONO	0



Crystal Spider (page 166)

★★★★★

PHOTO

HP	540	WATER	-30	FIRE	+30	DARK	+50
		LIGHT	-50	WIND	0	CHRONO	0



Sbarb (page 169)

★★

PHOTO

HP	570	WATER	+75	FIRE	-75	DARK	0
		LIGHT	0	WIND	0	CHRONO	0

## Avoiding Confusion

Navigation is the major concern in this area due to the bizarre view. Looking at the first map is like peering into a shattered mirror. The best fragment to watch is in the center of the bottom row. The camera follows Kalas low on his body and the control is normal. Some of the other fragments show the action in reverse, which can make movement very difficult. The fragment isn't large, so there isn't much to see, but it's very easy to follow. Use the map to determine where to go rather than relying on what's visible.



## Party Preparation

Dark, Fire and Water are the key elements in this maze. Dark and Water elements are more important than Water. Gibari, Lyude and Kalas or one of the magic users (Mizuti/Xelha) make a nearly invincible group. It doesn't hurt to equip Magnus that protect or heal the Freezing status.

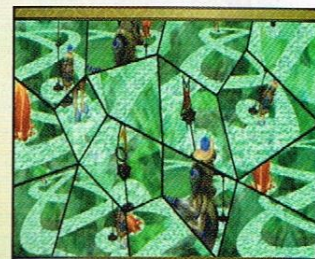


The second map is easier to navigate. There's a mirror image of Kalas, but it can be ignored completely. The real Kalas is the one that starts at the star pole on the right side. The path through the area is the shiny serpentine line that zigzags to the moon pole on the opposite side.



The third section is another shattered mirror view. Use the sections in the top left corner. The control is reversed in some

of the views, but it shouldn't be too challenging to adjust. Don't touch the exit without taking a moment to adjust the party. Dark and Wind play a huge role in the coming battle. That makes Lyude and Gibari absolute musts. Xelha or Mizuti fill the third spot well, but Kalas isn't a bad choice either. He may not have the Dark and Wind Magnus the others possess, but he can use Fire or Water and still cause sufficient damage. Stack the Decks with Dark and Wind offensive Magnus. The defensive focus should be on neutral and Wind Magnus. It's a good idea to save at the red flower too.



## Phantasm

page 173

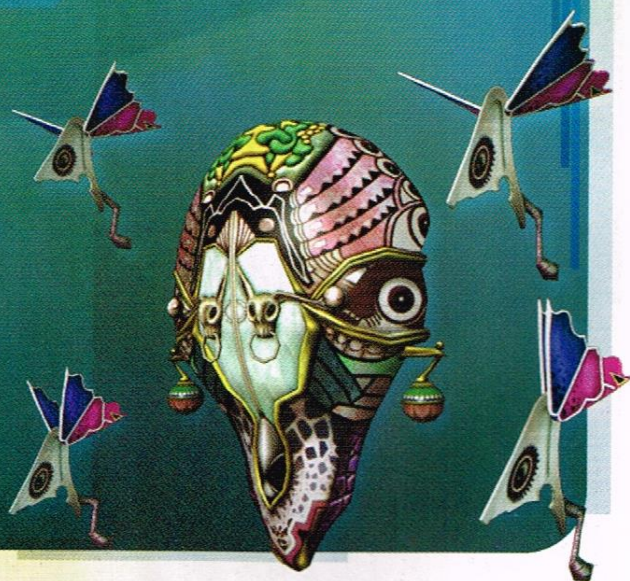
WATER 0 FIRE 0 DARK +80

HP 3000  
PHOTO ★★

LIGHT -80 WIND +50 CHRONO -50

This creature uses two powerful attacks. The Lightning and Eyes of Terror attacks both cause severe neutral and Chronos damage with a touch of Light; however, around three quarters of the damage is neutral. Ideally a character should play two or three neutral defensive Magnus and one Wind Magnus to foil these attacks. Dark Magnus are nearly worthless on defense since so little of the damage is Light-based.

The boss suffers a hefty defensive penalty versus Dark, so assail it with every Dark Magnus available. Wind damage also benefits from a substantial bonus, but the Dark bonus is thirty percent greater. Lyude should rip the boss to pieces with his numerous and powerful Dark Magnus. The party is rewarded with a **Pinecone** (Class Level 4 for Mizuti), **Vanish Grenade** (Special Attack V for Savyna), and the **Capricornus Constellation Fragment**.



## Corona Australis

Don't miss the **Corona Australis Constellation Fragment** on the second map. It's in a hidden chest above the star pole.



## On To Alfard

The party agrees to race to Alfard to obtain the final End Magnus before Giacomo can acquire it. Pay a visit to the church to cash in the latest Constellation Fragments and level up. Return to Lady Melodia in her chambers within the manor when everyone has prepared for the journey.





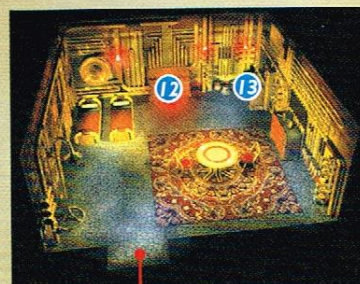
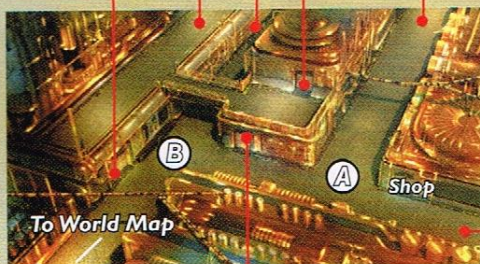
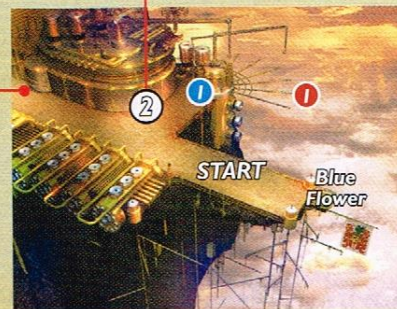
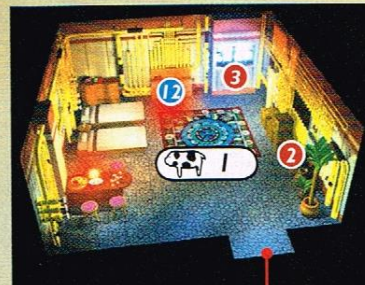
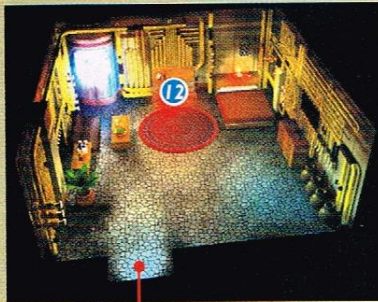
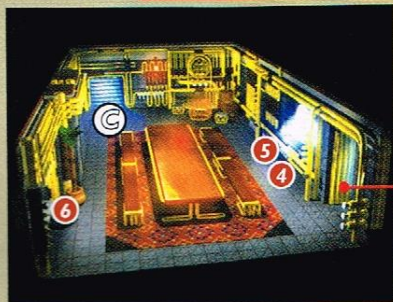
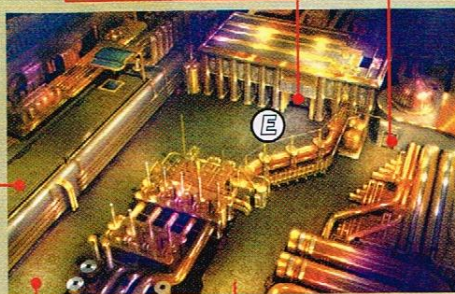
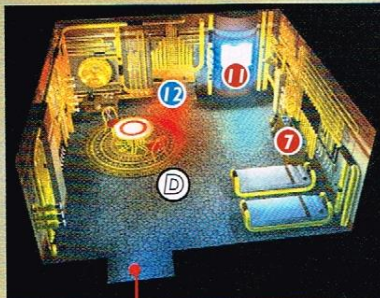
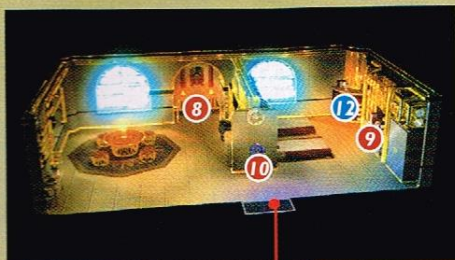
# Alfard Empire

## Mintaka, the Imperial Capital

PHOTO ★★

### Magnus

1. Secret Recipe 6	page 154
2. Pickled Eggplants	page 156
3. Viking Helmet	page 129
4. Coffin Shield	page 131
5. Scale Mail	page 128
6. Ara Constellation Fragment	page 136
7. Sleet Shawl	page 129
8. Intermezzo	page 126
9. Rice Paper	page 156
10. Pretty Flowers	page 155
11. Apple Pie (Slice)	page 139
12. Stoked Flame Essence	page 143
13. Girl's Thoughts	page 143



### Shop

Magnus	Cost	Qty	Page
Shish Kebab (M)	75	2	139
Shish Kebab (L)	250	1	139
Fruity Gelatin	200	1	140
Chestnut Truffle	100	1	140
Wheat Crackers	300	1	140
Tongue Birdie	6000	1	139
Deluxe Red Wine	17,000	1	155
Arm Bomber	6200	1	123
Blue Sky Mail	9500	1	128
Wind Blow Lv 3	9000	1	124
Dark Yell Lv 1	1600	1	133
Light Yell Lv 1	1600	1	133
Magic Beans-Death	8000	1	145
Chunk of Ice	100	1	148
Bamboo Shoot	160	1	155
Uncooked Rice	120	3	146

### Wazn Animal Quest

1. Fluffpup



page 84

### Quzman Genealogy Quest

1. Qasim



page 61



## LOCAL BESTIARY



Imperial Guard (page 168)



PHOTO

HP	WATER	FIRE	LIGHT
630	+30	-30	-50
DARK	WIND	CHRONO	
+50	0	0	



Elite Imperial Guard (page 168)



PHOTO

HP	WATER	FIRE	LIGHT
585	+30	-30	-50
DARK	WIND	CHRONO	
+50	0	0	

## Family Relations

The party must visit Lyude's home, which is located in the north corner of town. The path to it is blocked by a group of citizens. Four events must be cleared before the crowd dissipates. The events are the run-in with the Elite Child (A), the speech machine (B), the gossiping soldiers (C), and the story of the doctor (D). Return to the area where the speech machine was located after witnessing all of the events and follow the rode to Lyude's home (E).



The homecoming is short-lived and the city quickly becomes dangerous. Imperial soldiers now roam the streets. The soldiers are weak versus Water and Light Magnus. Any of the party members except Savyna work well in the city. Stack the Decks with Water and Light offensive and defensive Magnus.



Return to the airship. Everything else, except the shop, is currently off limits. Kalas suggests saving and preparing for the coming battles before getting on the ship. Anytime a character makes such a suggestion it's likely to be a good idea. Visit the church to level-up and return Constellation Fragments. Also take a moment to prepare the party for what's to come. The Battleship Goldoba is infested with machines that are weak versus Water, Light, and Wind elements. Pack the Decks with offensive Magnus of these elements. The machines cause mostly neutral damage, so load up on neutral defense Magnus and throw in a few Wind for the occasional blast of Chronos damage. Gibari, Kalas, and Lyude or one of the magic users (Xelha or Mizuti) makes a solid party. Also equip the party with Magnus that shield them from Sleep.



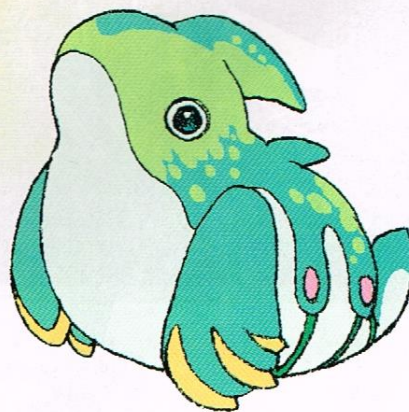
## Qasim

Look for a man leaning on the round metal structure in front of the airship. Speak to him and display the Family Tree. He reveals his name and agrees to leave right away.



## Ara

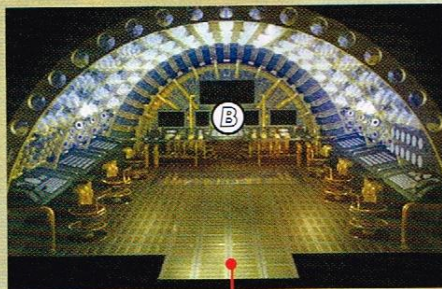
The Ara Constellation Fragment is found inside the Imperial troop meeting room. Check the pots in the bottom left corner next to the tree.





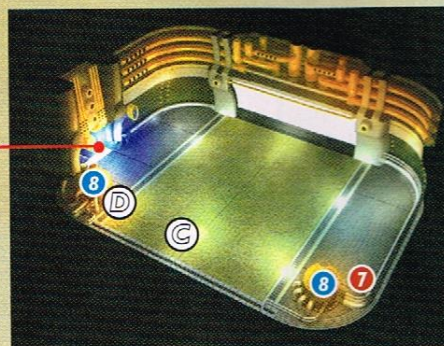
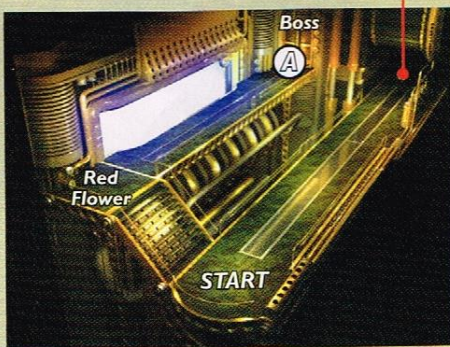
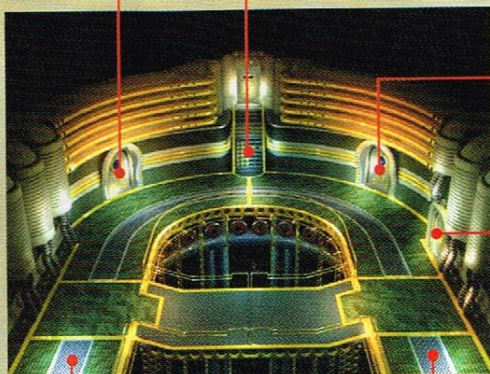
# The Battleship Goldoba

PHOTO ★★



## Magnus

1. Rainbow Straw Hat	page 130
2. Sleet Shawl	page 129
3. Grace Shield	page 131
4. Robe of Firelight	page 129
5. Cetaka's Sword	page 121
6. Rice Paper	page 156
7. Crystal Nails	page 123
8. Oil Essence	page 144



## LOCAL BESTIARY



Imperial Walker (page 168)

★★★

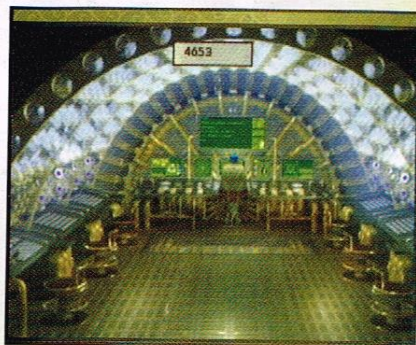
PHOTO

HP	WATER	+20	FIRE	-20	LIGHT	-20
660	DARK	+20	WIND	+20	CHRONO	-20



## Code Breakers

The door at the end of the catwalk (A) leads to the ship's bridge, but it's locked tight. The rest of the ship is crawling with Imperial Walkers. Each one has a special code that can only be obtained by destroying the machine that carries it. Normally you'd have to keep track of them all while fighting through, but a complete list of codes follows. A computer (B) is found a short distance from the start. Enter the codes into it to unlock the door to the bridge and to cause several other events to occur.



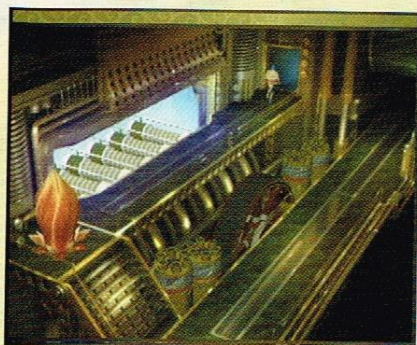
## Supply System

4653 is the only code that must be entered; however, a few of the other codes are worth checking out. Two of them activate the supply system and grant the party a pair of valuable Magnus. None of the other codes work once the 4653 code has been entered. Use the supply system codes first, or miss out on the rewards.

Code	Effect
1324	Anti-aircraft intercept system (brief cinema*)
1004	Ship's intercept system (party attacked)
0429	Ship's intercept system (party attacked)
4653	Bridge lock (unlocks bridge door)
4649	Anti-aircraft intercept system (brief cinema*)
0819	Supply system (Assassin's Hood)
3291	Supply system (Viking Helmet)

\*The anti-aircraft intercept system can only be activated once.

Head back to the save point after unlocking the bridge door. Take a moment to save and tweak the party. A challenging boss fight is just around the corner. Light is the one element every character should have in his or her Deck.



Also pay very close attention to defensive and healing Magnus. The party should expect to get pounded heavily, so every character should have at least four or five strong healing Magnus and nine to twelve defensive Magnus. It's hard to make effective use of elements for defense in the coming battle, so scrap elemental defensive Magnus in favor of neutral defensive Magnus. Xelha, Lyude, and Kalas make an excellent party for this battle.





## Giacomo

page 172

WATER +30 FIRE -30 LIGHT -50

HP **3800**  
PHOTO ★★

DARK +50 WIND +30 CHRONO -30

## Ayme

page 171

WATER -30 FIRE +30 LIGHT -30

HP **2400**  
PHOTO ★★

DARK +30 WIND -50 CHRONO +50

## Folon

page 171

WATER +50 FIRE -50 LIGHT -30

HP **2700**  
PHOTO ★★

DARK +30 WIND 0 CHRONO 0

The party takes on Giacomo, Ayme, and Folon all at the same time. This is a difficult battle, so hopefully the party is well prepared for a long fight. The enemies share a weakness versus Light Magnus. Bombard them heavily with a combination of Light and neutral damage. Big combos are essential, so pay close attention to Spirit Numbers. Ayme is the weakest of the three with 2400 Hit Points. Target her first to quickly cut the battle down to three-on-two. Conquer Folon and his 2700 Hit Points second. The party is then able to turn their full attention on Giacomo and his daunting 3800 Hit Points.

Play smart early. Heal often. One character may have to survive the combined might of all three villains and

Giacomo sometimes attacks twice in one turn. Ayme should fall before she can do much. Folon still uses Energy Injection to increase his attack power and speed. He's also learned a new trick called Worg Laser. It causes heavy Dark, neutral, and Chronos damage. Giacomo causes neutral, Fire, and Light damage with most attacks, but replaces the Light damage with Dark when using his special attacks: End Slasher and Imperial Force. Block as much of the neutral damage as possible and be ready to heal the rest of the damage. It doesn't hurt to have a few Light defensive Magnus, but generally neutral defensive Magnus are more effective. The party is rewarded with the *Hermit's Creel* (armor for Gibari) and a *Rarebird Statue* (Class Level 5 for Xelha).



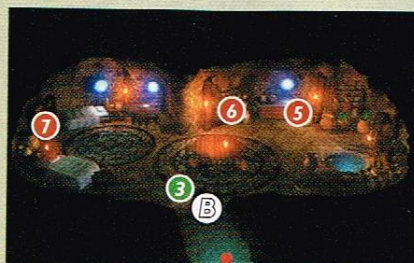
## A Hasty Exit

The party has 5 minutes to find a way out of the airship. That's more than enough time. The clock doesn't tick while the party is in battle, so don't panic. Save right away. Follow the hall all the way to the hangar at its end. Collect the *Oil Essence* (C) from the large fuel container next to the line of golden tanks. Inspect the second tank (D) and use the *Oil Essence* to power it. The party does the rest automatically.



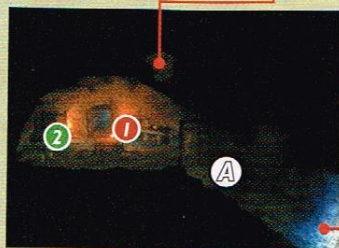
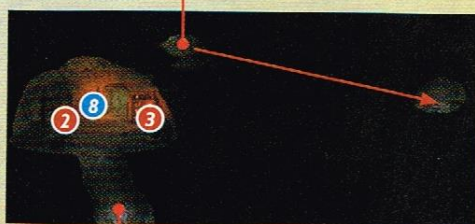


# Azha Village



## Side Events

1. Little Orphans	page 65
2. Grandma's Bad Back	page 68
3. A Girl's Thoughts	page 75



## Magnus

1. Green Tea	page 147
2. Sculpting Knife	page 153
3. Crimson Oak Blossom	page 150
4. Lepus Constellation Fragment	page 136
5. Jumbo Pastry	page 145
6. Pork Ribs	page 155
7. Sunflower Coin	page 150
8. Rock Salt Essence	page 144

## Shop

Magnus	Cost	Qty	Page
Shish Kebab (L)	250	2	139
Wheat Crackers	300	2	140
Fruity Gelatin	200	2	140
Chestnut Truffle	100	2	140
Death Pendulum	10,000	1	121
White Scepter	9200	1	122
Panther Claws	7500	1	123
Blue Sky Mail	9500	1	128
Coffin Shield	2500	1	131
Chronos Blow 3	9000	1	124
Aqua Burst Lv 4	13,000	1	125
Mohawk Birdie	9999	1	139
Apple	1000	1	148
Red Pickle Veggies	380	1	155
Soybeans	20	1	154

## Sore Feelings

Explore the cave homes and take note of how the locals react to Savyna's presence (A). Climb all the way to the top (B), then return to the bottom. The soldiers blocking the Flame Cave (C) move out of the way, finally. The party automatically enters the cave, but feel free to return to the village and save before progressing further.



## Lepus Constellation Fragment

Look for a secret passage in the small hall between the second and third cave. Travel to the right to find a tiny alcove at the end containing a chest that holds the Lepus Constellation Fragment.



## Little Orphans

There are three orphans running around the village. They beg for Magnus whenever Kalas speaks to them. Present them with a Magnus, any Magnus, to earn their gratitude. Speak to the man sitting on the right side of the village and he rewards the party based on the number of Magnus given to the orphans. Present 13 Magnus to get a **Mephistopheles**

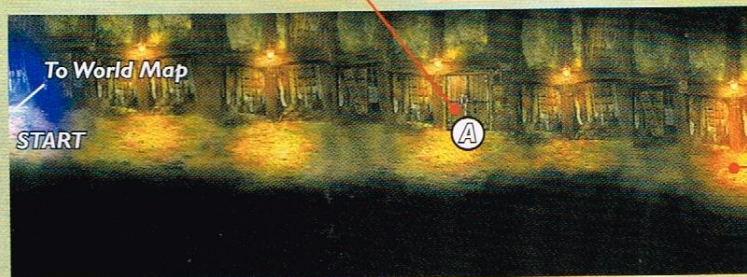
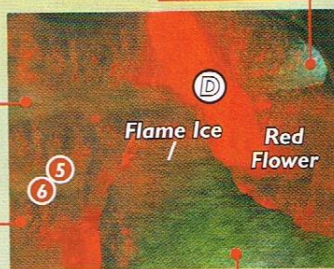
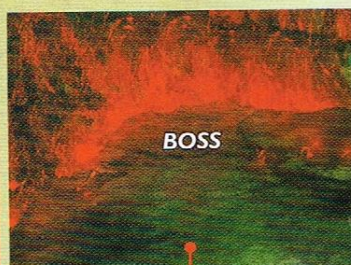
**Cloak**, or 21 Magnus to get **Secret Recipe 7**. The easiest way to complete this event is to gather **Rock Salt Essence** from inside the cave homes and give it to the children.





# Flame Cave

PHOTO ★



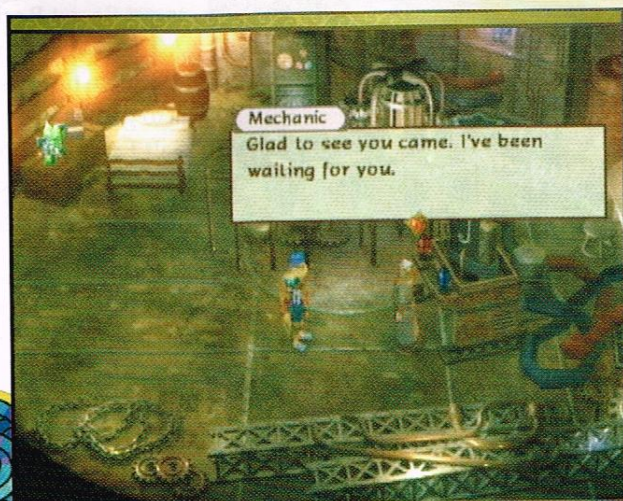
## Magnus

1. Dream Blade	page 125
2. Serpens Constellation Fragment	page 136
3. Grumble Pen	page 153
4. Shadow Thruster	page 121
5. Catfish Whiskers	page 134
6. Gold Earrings	page 138
7. Solar Saber	page 121
8. Lava Essence	page 143
9. Sparkling Snow Essence	page 144



## Hot on the Trail

Walk down the hall and attempt to enter the double doors (A). They're locked tight, but a Mechanic appears and invites the party into his home (B). Walk to the end of the tunnel and visit him. The Mechanic unlocks the door after a short conversation.



## LOCAL BESTIARY



Ceratobus (page 166)

★★★★★

PHOTO

HP	760	WATER	+100	FIRE	-100	LIGHT	0
		DARK	0	WIND	0	CHRONO	0



Foytow (page 167)

★★★

PHOTO

HP	560	WATER	+80	FIRE	-80	LIGHT	0
		DARK	0	WIND	-60	CHRONO	+60



Magma Beast (page 169)

★★★

PHOTO

HP	720	WATER	+90	FIRE	-90	LIGHT	0
		DARK	0	WIND	0	CHRONO	0



Lanocaulis (page 168)

★★★★★

PHOTO

HP	750	WATER	+30	FIRE	-30	LIGHT	0
		DARK	0	WIND	+30	CHRONO	-30



## Preparing for Battle

The name "Flame Cave" should make the choice of elements easy. Every creature in the cave is Fire-based. Stack the Decks with Water Magnus. That means Gibari is a natural for this area, but Savyna may be an even better choice if you've collected a large number of Crystal Nails and Ice Knuckles. Xelha and Kalas should also be included in the party. Both characters should now be Class Level 5, which makes them the natural born leaders. Fill any holes in the decks with Light or Dark Magnus. None of the creatures are resistant to these elements. Chronos is also a decent choice. Also switch everyone to armor that protects against Flames and put a few healing items into the Decks that can cure Flames if necessary.

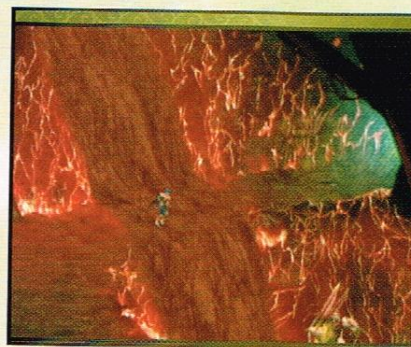
Follow the left fork to find a huge lava flow (C) that's cutting off the path. Backtrack to the Mechanic and ask how to get past the lava. He requires Flame Ice. Return to the Fire Cave and take the right fork to find the **Flame Ice**. Grab some and



return it to the Mechanic. He transforms the Flame Ice into **Sparkling Snow**. Trap two Sparkling Snow Essences in Blank Magnus.

Return to the lava flow and use the Sparkling Snow Essence to cool it. Use the rock slope that's left behind as a ramp to reach a small area below that contains two treasures. Continue to follow the path to a second lava flow (D). Cool it and walk down the slope to find a red flower. Save and take a moment to adjust. Light is the most effective element in the coming boss fight. Replace Savyna with Lyude and switch the Decks so they focus on Light Magnus with a few Water and Wind Magnus on the side. Equip items that offer some protection

against Death. Approach the glowing spot on the ledge above when the party is completely ready.



## Geldoblame

page 172

WATER +20 FIRE -20 LIGHT -80

HP 5500  
PHOTO ★★

DARK +80 WIND +30 CHRONO -30

This is a nasty battle. The boss is extremely powerful and has devastating attacks at its disposal. It normally causes a large amount of neutral and Dark damage, but it also launches a multitude of negative status attacks. The worst of them all is the Forfeit Your Life attack, which casts a Death spell on its victim. Fortunately, the boss uses the attack sparingly. Play as many neutral and Light defensive Magnus whenever the boss attacks. It's next to impossible to stop all of the damage, but it should be just enough to keep the party rolling. Be ready to heal at a moments notice. It's better to skip an attack and keep someone alive than to risk losing a party member.

Attack the enemy with as many Light Magnus as possible. Water and Wind also work well, but the hefty 80% bonus on Light Magnus is what wins the battle. Use combos and shorten them to get damage bonuses if necessary. The damage caused should be high enough that a low damage bonus is often more effective than playing an extra card that

ruins a combo. The party receives the **Shadow Gate** (Special Attack V for Mizuti) and **Powder Snow Anklet** (armor for Xelha) at the end of the battle.





## Serpens Constellation Fragment

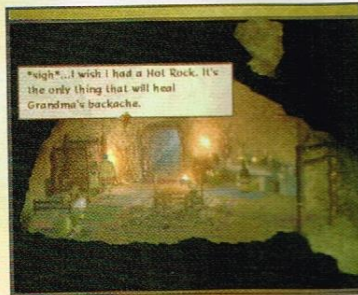
Look for the Serpens Constellation Fragment in the Mechanic's quarters. It can be found under a barrel near the entrance.



## Grandma's Bad Back

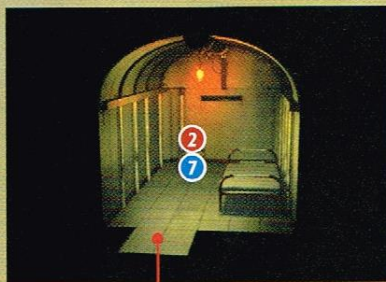
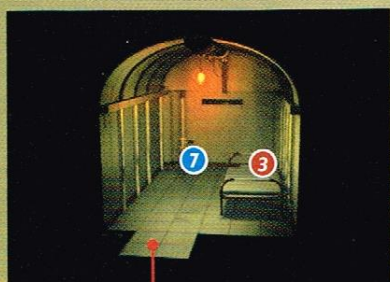
Collect a Lava Essence from the Flame Cave. Wait 30 minutes for it to transform into a Hot Rock. Rush the Hot Rock back

to Azha (the Hot Rocks cools after 10 minutes and becomes a **Pebble**, so deliver it quickly) and into the first cave home. Present it to the woman standing next to the bed. She rewards the party with a Cetaka's Sword Magnus.



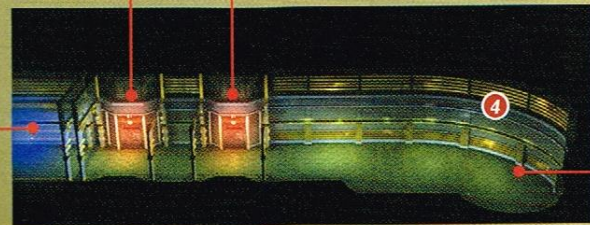
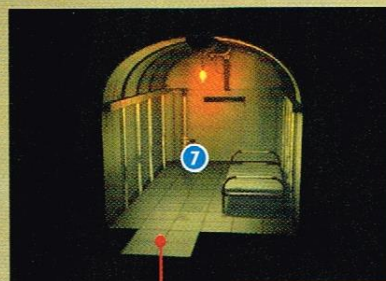
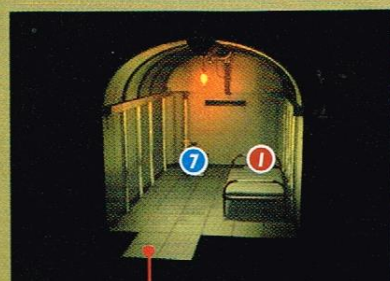
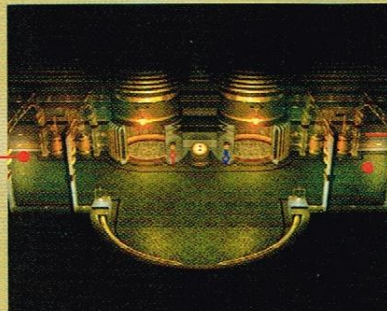
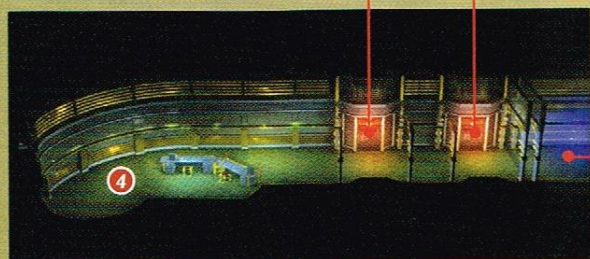


# The Imperial Fortress



## Magnus

1. Fire Burst Lv. 4	page 124
2. Pot of Air	page 153
3. Whispering Wind	page 126
4. Spark Hat	page 130
5. Dark Flare Lv. 4	page 125
6. Scorpius Constellation Fragment	page 136
7. Stagnant Water Essence	page 143



## Escape

Leave the cell and head to the left, since the path to the right leads nowhere at this time. Enter each of the cells along the way to find new Magnus. There's a large explosion as Xelha leaves the final cell. Backtrack past the first cell to find an opening in the wall. Don't enter until all of the treasures have been collected.

Xelha is whisked away to Corellia's Palace where she meets with King Ladekahn, Queen Corellia, and Duke Calbren. They provide information on the whereabouts of the rest of the party and strongly urge Xelha to rescue them right away.



# Rescue

Xelha must rescue the other party members. Each of them is trapped inside of an Interdimensional Crack in locations where the End Magnus were found. A gate protected by a riddle stands between Xelha and each of the party members. She must solve the riddle and deliver the correct Magnus to set her companions free. This is also a grand opportunity to complete a number of side events. Use the Mindeer at Anuenue Port to reach the various continents.

## Diadem

### Shrine of the Winds

Travel to Diadem first. Pass through Castle Elnath to reach the Shrine of the Winds (page 34). Enter the crack and approach the large gate. Inspect the gate to find this clue, "Set here the white Magnus. The symbol of freedom which flies in the sky." So a Quest Magnus that's white and flies in the sky. Cloud is the only possible solution. Travel to Cloud Passage (page 28) and retrieve a Cloud Essence from the cloud gathering machine. Return it to the door to begin a boss fight.



### One-on-One

Take a moment to prepare for battle before returning the Cloud Essence. The boss guarding the gate is weak versus Light and Water Magnus. The Light bonus is higher, so stack Xelha's Deck with as many Light Flare Lv 3s as possible and round it off with Aqua Burst Lv 3 and 4s. Ensure that she has plenty of defensive and healing Magnus too. The boss causes neutral, Fire, and Dark damage, so include neutral, Water and Light defensive Magnus.

## Natad

page 173

WATER +30 FIRE -30 DARK -50

HP 1400

LIGHT +50

WIND 0

CHRONO 0

PHOTO ★★

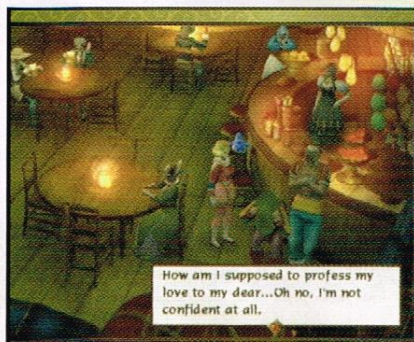
This battle shouldn't be difficult if Xelha is well prepared. Assault the enemy with a barrage of Light and Water Magnus and create combos when possible. Defend with a neutral Magnus first and either a Light or Water Magnus second, or both when possible. Xelha is rewarded with a **Spiraling Gale** (Special Attack VI for Gibari), **Goldfish Bowl** (armor for Xelha), and **Ophiuchus Constellation Fragment** after the battle. Pass through the gate and rescue Gibari before leaving the Interdimensional Crack.





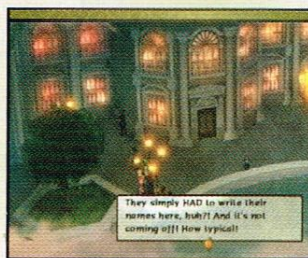
## Playing Cupid

Travel back to Pherkad (page 18) in Sadal Suud and get the **Popular Pickup Line Essence** from the woman near the flowerbed on the main street. Return to Nashira (page 24) in Diadem and visit Anna's bar. Give the Popular Pickup Line Essence to the man clutching his head at the end of the bar. Step out of the bar then go back inside and talk to the man once more. He gives the party a **Shako** as thanks for their help.



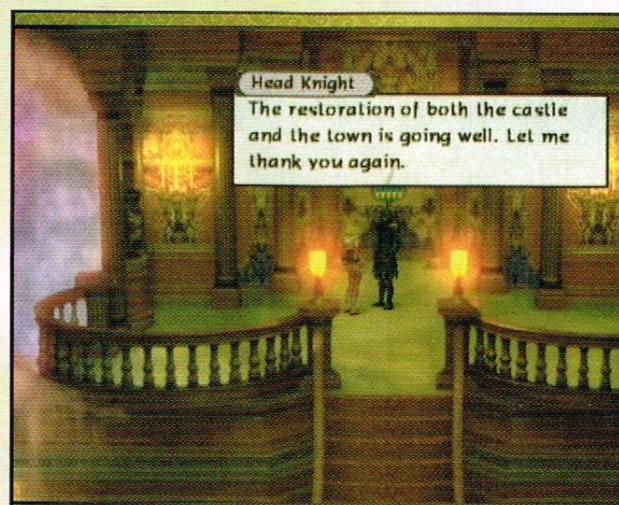
## Graffiti Cleanup

Retrieve a **Cloud Essence** from the Cloud Passage (page 28). Wait 1 hour for the Cloud to transform into **Salty Water**, and then deliver it to the man cleaning graffiti in Sheliak (page 30). He rewards the party with **Flash Armor**.



## A Flower to the Head Knight

Collect the **Nameless Flower Essence** from the first house in Sheliak (page 30). Present it to the Head Knight inside Castle Elnath (page 31) next to the Diadem Royal Crest. The Head Knight rewards the party with one of the following: **Tempest Shield**, **Hydra**, or **Glass Earrings**. This quest only works if the party didn't participate in the "Helping Repair the Castle 1 & 2" side events during the previous visit to Castle Elnath.



## Mira

### Balancoire, Borough of Illusion

The next stop is Duke Calbren's Manor (page 57) in Balancoire. Enter the basement through the hatch in the museum. The **Interdimensional Crack** is at the base of the ladder. Enter the crack and inspect the door on the other side. The clue reads, "Set here the illusory Magnus. The plant which listens not to the reasons of this world." There's only one plant on Mira that makes sense, the **Mirage Weed** found in Detourne (page 50). Travel to the garden and get the **Mirage Weed Essence** from one of the walls in the hub. Return it to the door to start the next boss fight.



### It Takes Two

The next boss is weak against Fire and Light. Stack Xelha and Gibari's Decks with Fire and Light offensive and defensive Magnus. The boss causes neutral, Water, and Dark damage, but the bulk of the damage is neutral. Fire isn't Gibari's specialty, so cap his Deck off with Wind Magnus if there aren't enough Fire Magnus available.



## Thalassa

page 174

WATER -30 FIRE +30 DARK -50

HP 2300  
PHOTO ★★

LIGHT +50 WIND 0 CHRONO 0

The boss causes neutral, Water, and Dark damage, but not much. Use neutral defensive Magnus to take the sting out of its attacks and play Light or Fire defensive Magnus when possible. A few powerful Light combos bring this boss to its knees quickly. Xelha and Gibari are rewarded with a **Hurricane Blade** (Special Attack VI for Savyna), **Golden Barrette** (armor for Savyna), and the **Cancer Constellation Fragment**. Walk through the gate to rescue the Great Mizuti after the battle.



## Pastry Contest 1

Return to Parnasse (page 49) in Mira and speak to the two people arguing near the blue flower. The young girl on the left is looking for a Celestial Flower Seed. Fly to Corellia's Palace (page 38) in Anuenue and collect a Celestial Flower Seed Essence from the Queen's chambers. Deliver the seed to the girl and she rewards the party with a **Silk Robe Magnus**.

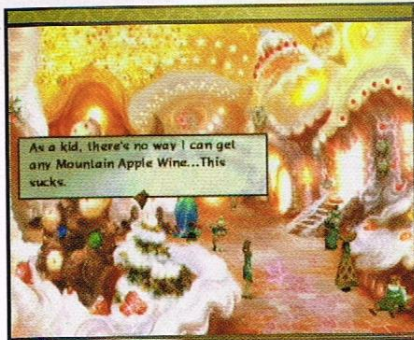


## Pastry Contest 2

Visit Parnasse (page 49) in Mira and talk to the two girls arguing near the blue flower. The girl on the right needs Mountain Apple Wine, but she's too young to get it. Travel to Cebalrai (page 12) in Sadal Suud and collect a **Mountain Apple Essence**.

Give the Mountain Apple 2 hours and it transforms into **Mountain Apple Wine**. Present the Mountain Apple Wine Essence to the girl to receive a

Second Hand Magnus.



## Who Wins?

The party's actions have a direct effect on the outcome of the cooking contest. If the party chooses to help one girl and not the other, the side that received an item will win the contest later.

## Haze Over Diadem

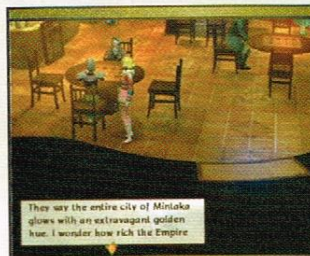
Stop in Balancoire (page 56) within Mira and speak to the woman roaming the street near the town's entrance. She wishes to see the clouds of Diadem. Travel to Diadem and gather a **Cloud Essence** from the Cloud Passage (page 28). Return it to the woman within 1 hour to prevent it from transforming into Salty Water. She rewards the party with an **Arm Bomber Magnus**.



## Feminine Vanity

Journey to Balancoire (page 56) in Mira and visit Trill's family restaurant. Speak to the woman sitting at the table to the left of the door. She desires gold like that found in the Alfard Empire. Revisit the Celestial Tree (page 44) in Anuenue and collect the

**Gold Beetle Carapace Essence**. Allow 4 hours for it to transform into a **Gold Nugget Essence**, then deliver it to the woman in the restaurant. She presents a **Deluxe Cream Puff Magnus** to the party.





## Reliable Man

Take a trip to Balancoire (page 56) in Mira and visit Trill's family restaurant. Approach the table to the left of the entrance and engage the man in conversation. He wishes he could give his wife a proper gift. Venture to the Celestial Tree (page 44) in Anuenue and gather a **Gold Beetle Carapace Essence**. Hold onto it for 4 hours and it transforms into a **Gold Nugget Essence**. Offer it to the man and he gives the party a **Deluxe Pastry** as payment.

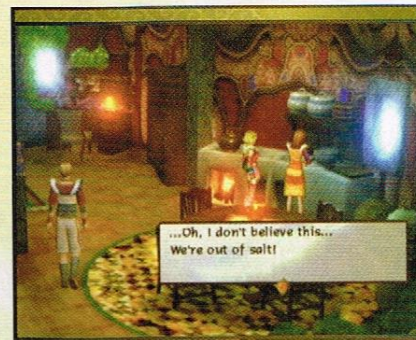


### Only One Nugget

The Feminine Vanity and Reliable Man side events are tied together. The Gold Nugget can only be presented to one of the two people, so choose wisely. The Deluxe Pastry increases a character's HP MAX, and the Deluxe Cream Puff increases Defense.

## Helping Out in the Kitchen 1

Stroll into Balancoire (page 56) in Mira and talk to the woman cooking in the first house. She needs salt to complete her meal. Fly to either the Alfard Empire and visit Azha Village (page 65) to find **Rock Salt Essence**, or the Cloud Passage (page 28) in Diadem and gather a **Cloud Essence**. The Cloud Essence must be allowed 3 hours before it transforms into **Salt Essence**. Return the Salt Essence or Rock Salt Essence to the woman and she gratefully supplies the party with a **Pork Ribs Essence**.



## Anuenue

### Celestial Tree

Fly to Anuenue Port and hike to the Celestial Tree. Climb to the top of the tree to find the Interdimensional Crack. Inspect the door inside the crack to acquire the next clue, "Set here the Magnus of life. The seed of life from a glorious tree—a joyous reminder produced once every thirty years." There's only one item in Anuenue that matches that description: a **Celestial Flower Seed**. Travel to Corellia's Palace and collect a **Celestial Flower Seed Essence** from the Queen's chambers. Return it to the door to begin the next boss fight.



### Two of a Kind

This is a tricky situation. Both Mizuti and Xelha are in this battle at the same time, and it's unlikely there's enough Light and Wind Magnus to split between them to take full advantage of Despina's weakness to these elements. Give Xelha the entire set of powerful offensive Light Magnus combined with either Fire or Water. Fill any holes in her Deck with offensive Chronos Magnus. Stock Mizuti's Deck with Wind Magnus first, then Fire or Water (whichever one is left) and fill any holes that are left with offensive Dark Magnus. Split the defensive Light and Wind Magnus between the two characters so both can put for a decent defensive effort. This allows both characters to take advantage of Despina's weaknesses without limiting their options. Fill Gibari's Deck with Light and Wind Magnus. He should have plenty of Magnus available to make a powerful Deck. Equip everyone with a Magnus that protects against Death.



## Despina

page 171

WATER 0 FIRE 0 DARK -50

HP 3700  
PHOTO ★★

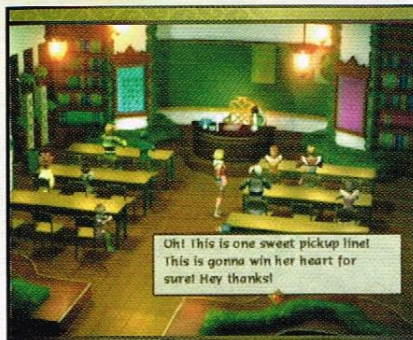
LIGHT +50 WIND +30 CHRONO -30

Despina is the first serious threat that the party faces since the turn of events. Its attacks deliver a large amount of neutral damage with a little Dark and Chronos damage on the side. What really makes it formidable is its Hour of Reckoning attack, which can instantly kill its victim. Assault the boss with Light and Wind Magnus combos. Cut through its Hit Points quickly, or be ready to revive those it casts Death upon. Don't heal unless absolutely necessary. Focus on causing damage every turn. The party is rewarded with the **Mega Flood** (Special Attack VI for Mizuti), **Tearful Birdie** (armor for Mizuti), and **Lyra Constellation Fragment** after the battle. Pass through the gate to find Savyna.



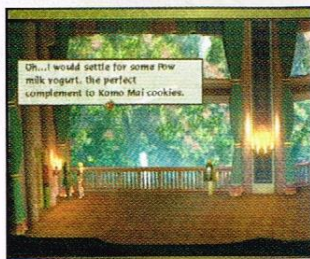
## Playing Cupid 2

Visit the first classroom in the School of Magic's right wing (page 37) in Anuenue and talk to the man sitting at the left end of the middle desk on the right side of the room. He needs help approaching the girl sitting next to him. Leave the room and talk to the man in the hat in the hall to get a **Popular Pickup Line Essence**. Return the essence to the man in the classroom, then leave the classroom and return. Speak to the man one last time to get a **Zeit Robe**.



## A Festive Feeling

Visit Corellia's Palace (page 38) in Anuenue and speak to the soldier at the left end of the main hall. He asks for **Pow Milk Yogurt**. Leave Anuenue and head for Cebalrai (page 12) in Sadal Suud. Collect a **Pow Milk Essence** from the stable and hold onto it for 30 minutes until it changes into **Pow Milk Yogurt**. Return the yogurt to the soldier to receive the **Sagitta Constellation Fragment**. The soldier asks the party to return to him later for the rest of their reward.



## Grandma's Medicine

Talk to Mayfee at her home in Opu (page 43) within Anuenue. She's unable to reach the **Celestial Flowers** because of the violent animals that still roam the **Celestial Tree**. Go to Corellia's Palace (page 38) and acquire a **Celestial Flower Seed** from the Queen's chambers. Hold onto the seed for 15 hours and it transforms into a **Celestial Blossom**. Return the blossom to Mayfee to acquire a **Deluxe Shish Kebab**.

### Waiting is the Hardest Part

Fifteen hours is a big chunk of game time. Leaving the game running overnight is an easy way to make the time pass, but food items spoil in that same amount time which might leave the party without any healing Magnus. It's best to hold onto the **Celestial Flower Seed** and keep moving through the game. Check it from time to time and have patience. It'll eventually transform and can be returned for the reward.

## Beauty Secrets

Make a stop at Opu (page 43) in Anuenue and speak to the woman on the second bridge. She's curious about Queen Corellia's beauty secrets. Travel to Corellia's Palace (page 38) and talk to the maid in the guest bedroom at the right end of the main hall. She divulges a secret, which becomes the **Secret Information Essence**. Return it to the woman in Opu to receive a **Crimson Oak Blossom**.



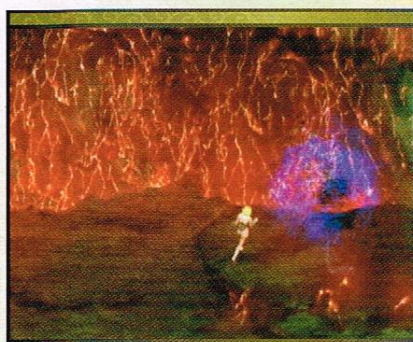
## Alford

### Flame Cave

Return to the Alford Empire and pay another visit to the Flame Cave (page 66) in Azha Village. Pass through the cave to the end where the party recently battled Geldoblame to find the next Interdimensional Crack. Check the door inside the crack to find the next riddle, "Set here the blistering hot Magnus.

An all-consuming, fiery heat found in the infernal cavern."

This one is easy to get. Walk back to the start of the Flame Cave and collect a **Lava Essence**. Place the Lava Essence in the door to begin the next battle.



### Back in Business

Take Xelha, Gibari, and Savyna into combat. Stack Xelha's Deck with Light and Chronos Magnus. She's the primary damage dealer in this battle. Put as many Light and Chronos Magnus into Gibari and Savyna's Decks as possible. There's likely to be some empty space. Put whatever powerful neutral, Fire, and Water offensive Magnus are available into their Decks to top them off. Rely mainly on neutral defensive Magnus. Chronos and Light defensive Magnus help, but most of the damage caused is neutral in nature.

## Galatea

page 172

WATER 0 FIRE 0 DARK -50

HP 5600

LIGHT +50 WIND -30 CHRONO +30

PHOTO ★★

This enemy has a ton of Hit Points, but lacks the Death spell of the last boss. Its attacks cause massive amounts of neutral damage with a touch of Dark and Wind damage added. Hit the boss hard with combos of Light and Chronos Magnus. Use Fire and Water elements when Light and Chronos aren't available. Defend with as many neutral Magnus as possible each turn. The Heart of the Maelstrom is a powerful attack, but not overwhelming. Keep up the pressure and the battle ends quickly. The party receives the **Crescendo** (Special Attack VI for Lyude), **Amethyst Earrings** (armor for Lyude), and **Libra Constellation Fragment** after the battle. Pass through the gate to save Lyude once the boss is defeated.



### A Girl's Thoughts

Travel back to Azha Village (page 65) in the Alford Empire. Talk to the girl that's blocking the entrance to the third cave home. She's angry and won't let the party pass. Hike to Mintaka (page 60) and collect the **Girl's Thoughts Essence** from a little girl's diary. Return the thoughts to the girl in Azha Village. She gives the party a **Red Oak Magnus** and allows them to explore the third home and take whatever treasures can be found.

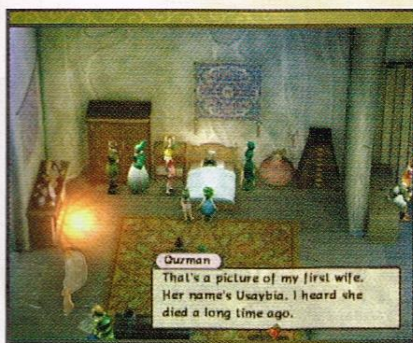
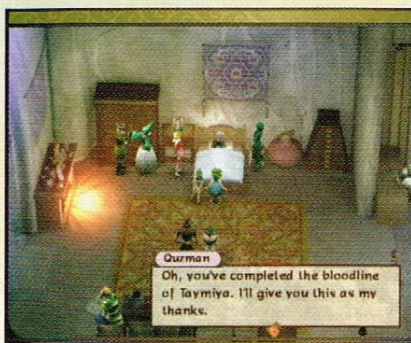




## Sadal Suud

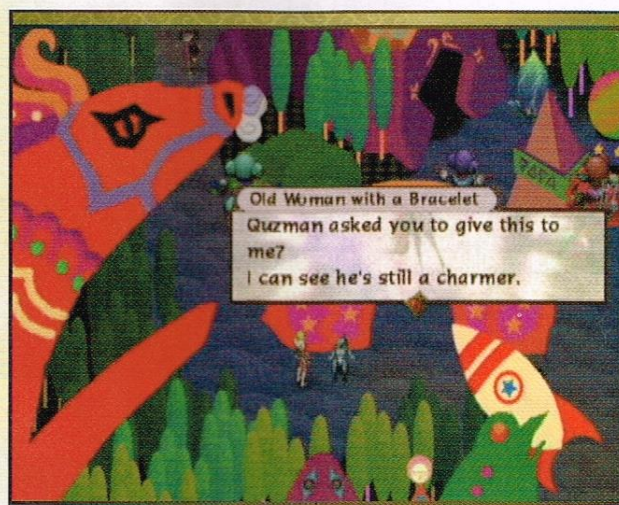
### Quzman

The party is set to return to Corellia's Palace after the fourth boss, but there's one last stop to make. Return to Pherkad (page 18) in Sadal Suud and visit Quzman. Many of his family members have returned home and he owes the party two rewards: a **Sorcerer's Seal** for completing the Taymiya family line and **Voice 4** for completing the Sabin family line.



Inspect the picture next to Quzman's bed. It's Usaybia, his first wife, she passed away long ago. Show Quzman the Family Tree and he fills in her name.

Take a look at the dresser behind Taymiya. Xelha finds the **Terrible Painting Essence**. Trap it and return to Reverence (page 53) in Mira. Speak to the woman leaning against the bridge and show her the Terrible Painting. She then agrees to sign the Family Tree as Misjah, Quzman's second wife.



## Anuenue

### Corellia's Palace

That's all there is to do for now. Return to Corellia's Palace and speak with the Queen in her court. Mizuti suggests the party should venture to a land known as Wazn. It's a cold and snowy island that's been cut off from the others for over five years, but it may be the only hope of recovering the five End Magnus. Prepare for the journey, then hop back on the Mindeer when ready to depart.



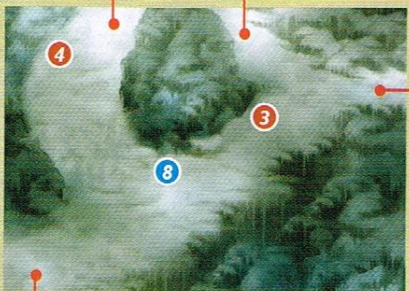


# Wazn

the Ice Cands

## The Ice Cliffs of Gomeisa

PHOTO ★★

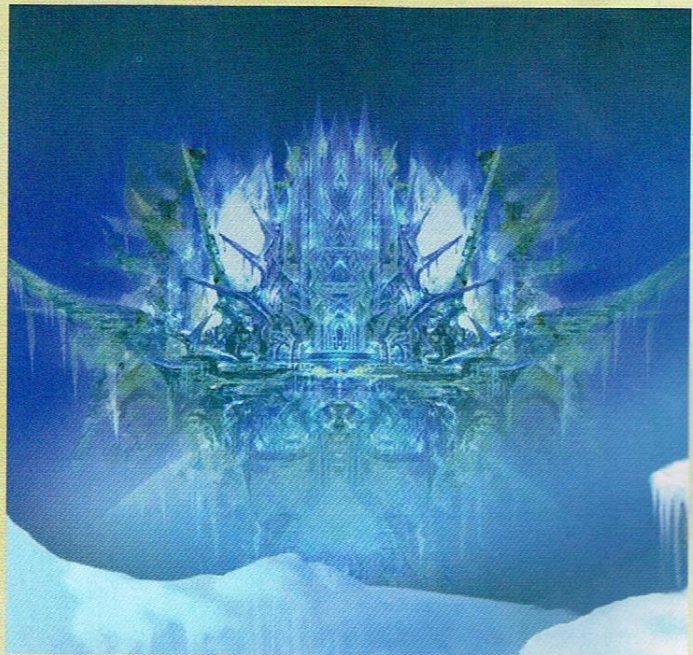


### Magnus

1. Leo Constellation Fragment	page 136
2. Forseti Robe	page 129
3. Aqua Burst Lv 4	page 125
4. Tower Shield	page 131
5. Deluxe Pastry	page 139
6. Shepherd's Purse	page 135
7. Snow Essence	page 143
8. Sparkling Snow Essence	page 144

### Quzman Genealogy Quest

1. Gabirol	page 81
2. Yunus	page 81





## LOCAL BESTIARY



Arachnid (page 165)



PHOTO

HP	680	WATER	-80	FIRE	+80	DARK	+30
		LIGHT	-30	WIND	0	CHRONO	0



Floomer (page 167)



PHOTO

HP	720	WATER	-100	FIRE	+100	DARK	0
		LIGHT	0	WIND	-30	CHRONO	+30



Snow Cancerite (page 170)



PHOTO

HP	660	WATER	-80	FIRE	+80	DARK	+25
		LIGHT	-25	WIND	0	CHRONO	0



Flobo (page 167)



PHOTO

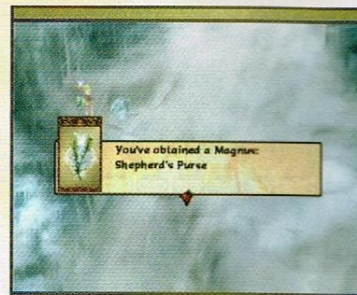
HP	720	WATER	-60	FIRE	+60	DARK	0
		LIGHT	0	WIND	-30	CHRONO	+30

## The Witches' Barrier

The path into Wazn is blocked by a huge magical barrier (A). The barrier can be broken by finding four magic keys (B) that are spread around the cliffs. Approach each key to make it vanish. The barrier disperses when all four keys are gone. Hike to the edge of the cliff beyond the barrier's position to reach the castle.



## Shepherd's Purse



Don't miss out on the Shepherd's Purse in the sixth chest. It allows Mizuti to reach Class Level 5 as soon as the party can visit the church.

## Delphinus &amp; Leo Constellation Fragments

There are two Constellation Fragments in this area. The Leo Constellation Fragment is easy to find, since it's in the very first chest near the starting point. The Delphinus Constellation Fragment requires a bit of work. The Flobos soaring around the cliffs sometimes drop the fragment after a battle. Fight them again and again until they finally hand it over.



## Magnus

1. Dancing Flames	page 126
2. Light Flare Lv 4	page 125
3. Young Wasabi Root	page 147
4. Shortcake (Large)	page 145
5. Phoenix Helm	page 130
6. Eel	page 150
7. Birdie Fatale	page 139
8. Green Tea	page 147
9. Sagittarius Constellation Fragment	page 136
10. Cloudy Emblem	page 153
11. Dark Flare Lv 4	page 125
12. Soybeans	page 154
13. Ursa Minor Constellation Fragment	page 136
14. Snow Essence	page 143
15. Stagnant Water Essence	page 143

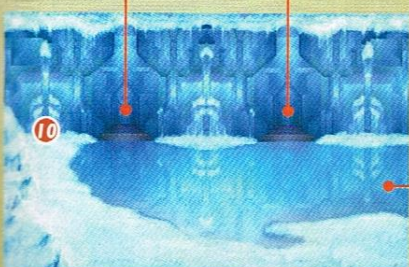
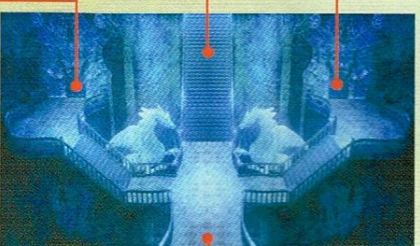
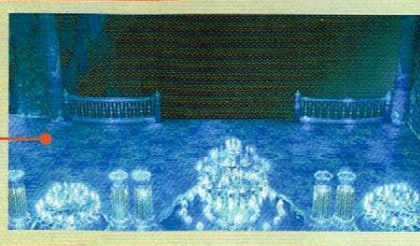
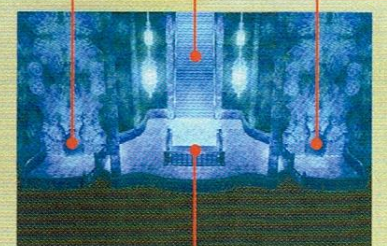
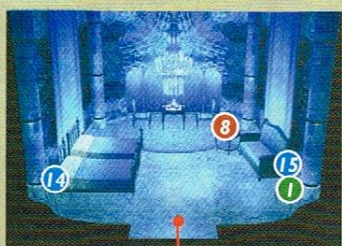
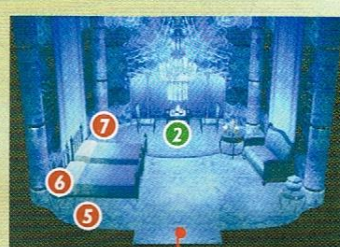
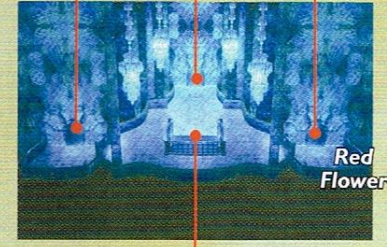
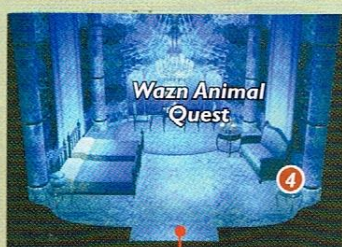
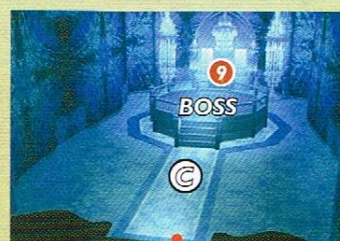
## Shop

Magnus	Cost	Qty	Page
Shish Kebab (L)	250	2	139
Wheat Crackers	300	2	140
Fruity Gelatin	200	2	140
Chestnut Truffle	100	2	140
Wave Cutter	17,500	1	122
Saxoflare	15,800	1	122
Aqua Impulse	13,500	1	123
Wind Blow Lv 3	9000	1	124
Grace Shield	7700	1	131
Battle Hood	13,800	1	130
Wheat	1500	1	147
Apple	1000	1	148
Beef	3800	1	155
Soybeans	20	1	154



# Kaffal jidhma. Castle of Ice & Cursa. the Snowy City

PHOTO ★★



## Quzman Genealogy Quest

I. Yamin

page 81

## Side Events

1. A Stubborn Pot page 81
2. Warriors' Mementos page 81
3. It's Not me, it's the Skates! page 111
4. Making Ice Sculptures page 111



## The Queen of Wazn

Leave the bedroom and visit the village (A) and the balcony where the White Dragon (B) rests. A messenger arrives and asks that the party go to the ritual room (C) immediately. Go back upstairs to room across from the bedroom and save before entering. The party is transported to the Lake of the Dragon where they must overcome a trial in order to obtain the Ocean Mirror. Don't worry about preparing for the fight. This is a very unusual battle with a completely unique battle system.



### Goddess of Ice

Xelha must face the Goddess of Ice on her own. There are seven Magnus laying facedown at the bottom of the screen rather than Xelha's normal Deck. The Goddess of Ice presents one card of a certain element. Xelha must draw the exact same card from the seven in order to advance to the next card. She takes a bit of damage each time she chooses incorrectly. Keep guessing until the correct Magnus is found, or until one Magnus remains and the Goddess of Ice automatically starts the next round. Make four matches to win the trial.

There are two special Magnus among the elements. The **Camera 1 Magnus** allows the party to capture a photo of the boss if it's drawn. The **Chance Magnus** eliminates all but two of the facedown Magnus, which significantly increases

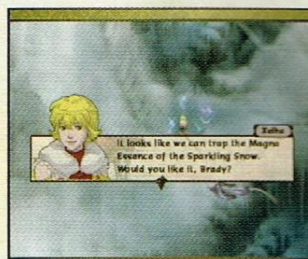
the odds of choosing the correct one without taking a ton of damage. The party is awarded the **Ocean Mirror**, **Sacred Wine**, and **Holy Grail Magnus** when the trial is successfully completed.



## Ice Sculptures

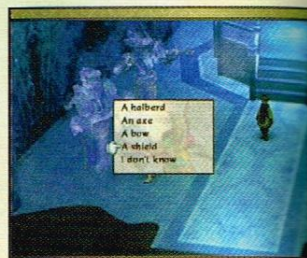
Speak to Barnette in the ritual room once the party has had a chance to rest. The White Dragon only accepts those that understand the heroes that once rode with it. Each of those knights is honored in an ice statue within the ritual room, but they're missing their weapons. The party must complete the statues to learn about the heroes they represent and bond with the White Dragon.

That requires the services of a professional ice sculptor.



Leave the town and return to the Ice Cliffs of Gomeisa. **Sparkling Snow Essence** can be taken from the sparkling patch of snow on the second screen.

Deliver the Sparkling Snow to the boy in the ritual room. He asks the party to inspect each statue and decide what weapon he should craft. The bottom left statue needs a shield, the top left statue should hold a bow, the bottom right statue requires an axe, and the top right statue uses a halberd. The boy accepts the order and asks that the party allow him a full night to work on the ice statues.



He leaves for the ritual room, but asks the party to retrieve Sparkling Snow for use in the project.

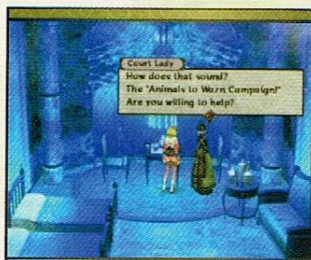


Leave the ritual room and return to the village. Enter the shop and choose to "rest your wings" for the night. Return to the ritual room when the party wakes. With the statues finished the party is free to ride the White Dragon from this point forward. Finish up any business and walk down to the dock in Cursa to board the White Dragon. The party automatically returns to Corellia's Palace. Speak with the leaders, prepare for battle, and then travel to Anuenue Port and board the White Dragon once more. Next stop: Mintaka.



## Wazn Animal Quest

Talk to the woman who is alone in one of the guest bedrooms. She would like to see animals from across the five islands in Wazn. The quest requires a large amount of backtracking to places previously visited, and to a few places yet unseen. Find the animals and inspect them in order to place them in the inventory. Deliver them to the woman in Wazn to receive a reward. The list of animals is as follows:



Wazn Animal Quest	
Animal	Location
Pow	Cebalrai (Sadai Suud)
Prancer	Cebalrai (Sadai Suud)
Fantail Duck (Regular)	Cebalrai (Sadai Suud)
Fantail Duck (White)	Cebalrai (Sadai Suud)
Fantail Duckling	Cebalrai (Sadai Suud)
Cloudgull	Pherkad (Sadai Suud)
Koa Monkey	The Lord's Manor (Sadai Suud)
Pigeon	Celestial Tree (Anuenue)
Waterlark	Opu Village (Anuenue)
Pollywhale	Balancoire (Mira)
Hograt	Duke Calbren's Manor (Mira)
Bunnycat	Imperial Fortress (Alfard Empire)
Ollfant	Nihal Desert (Alfard Empire)
Fluffpup	Mintaka (Alfard Empire)
Caplin (White)	Celestial Alps
Caplin (Black)	Celestial Alps
Clucker	Gemma Village (Duhr)

## Yamin

Look for a woman bent over on the airship dock in front of the shop. Speak to her to learn her name is Yamin. Show Yamin the Family Tree and she's quick to sign and promises to leave immediately.



## A Stubborn Pot

Inspect the pot in the bottom right corner of the room. It's frozen shut. Use a Stoked Flame or Weak Flame Essence to force it open. The party can then draw a **Stagnant Water Essence** from the pot at any time.



## Warriors' Mementos

Talk to Gram's and Leon's wives, they're the wives of the two men who accompanied Xelha into Moonguile Forest at the beginning of the game, and present them with either the Warriors' Mementos or Warriors' Memory. The wives reward Xelha based upon which item they receive. The Warriors' Mementos is rewarded with a **Full Helm**. The Warriors' Memories merits a **Golden Bugle**. The reward boils down to how long it took to get to this point in the game. The Warriors' Mementos transforms after 40 hours of gameplay.



## Ursa Minor & Sagittarius

Inspect the giant frozen fish in one of the village shops. The **Ursa Minor Constellation Fragment** is hidden within it. Also check the altar at the back of the ritual room to find the **Sagittarius Constellation Fragment**.



## Yunus & Gabirol

As the party returns to the Ice Cliffs of Gomeisa they encounter a man standing in the snow calling out to his lost daughter, Yunus. Seek the girl on the ledge that overlooks her father's position. Show her the Family Tree and she'll sign immediately. Return to the father, Gabirol, after signing his daughter and show him the Family Tree. He signs knowing that his daughter has been rescued.

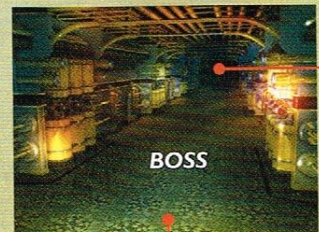
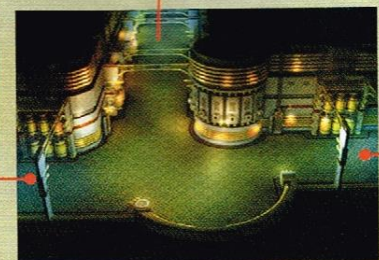
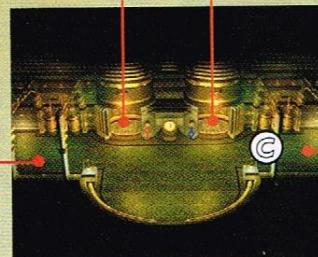
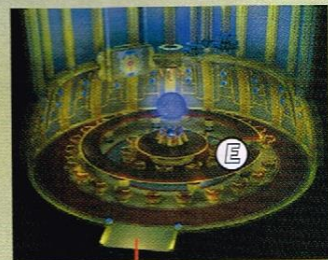
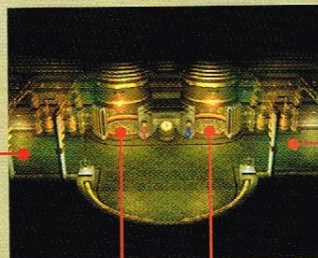
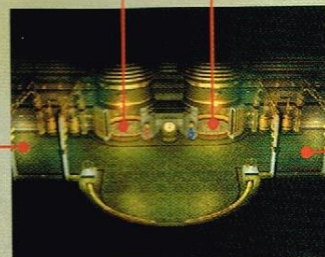
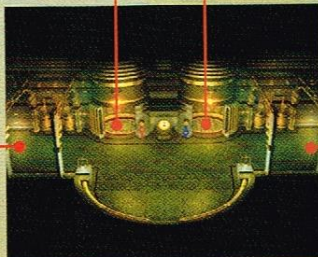
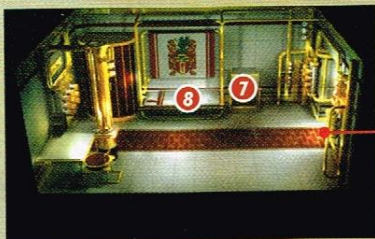
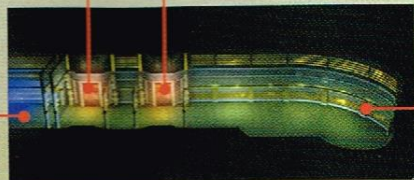
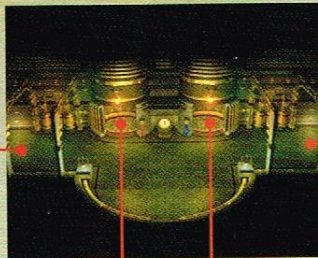
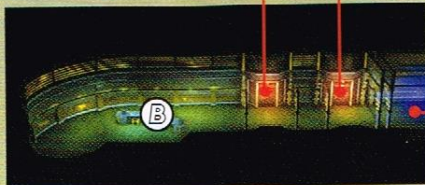




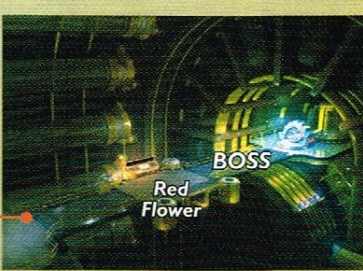
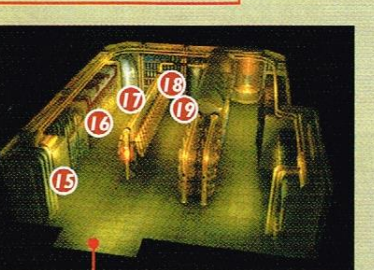
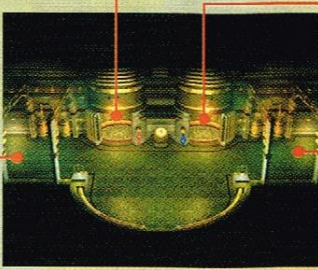
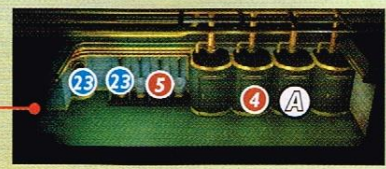
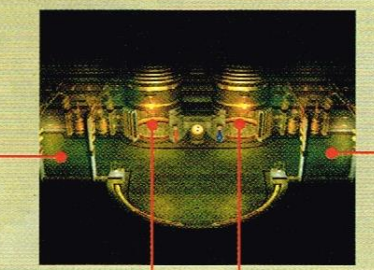
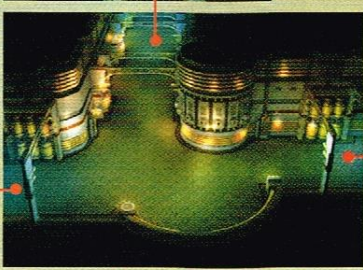
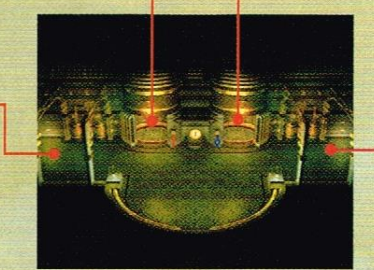
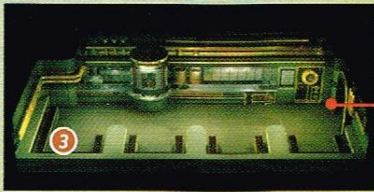
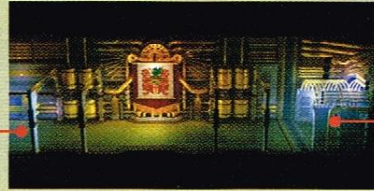
# Alfard Empire 11

## Imperial Fortress 2

PHOTO ★★







### Wazn Animal Quest

1. Bunnycat



page 86

### Magnus

1. Wave Cutter	page 122
2. Light Flare Lv 4	page 125
3. Fire Burst Lv 4	page 124
4. Phoenix Helm	page 130
5. Aqua Yell Lv 1	page 133
6. Aqua Impulse	page 123
7. Deluxe Cream Puff	page 139
8. Wolf Fangs	page 123
9. Scorpius Constellation Fragment	page 136
10. Dark Flare Lv 4	page 125
11. Pot of Air	page 153
12. Aqua Burst Lv 4	page 125
13. Full Helm	page 130
14. Golden Bugle*	page 123
15. Inferno Fists	page 123
16. Efretei Suit	page 128
17. Dragonfly	page 122
18. Asura Tuba	page 123
19. Blood Sword	page 121
20. Birch	page 147
21. Crown of Bubbles	page 130
22. Cute Doll	page 148
23. Stagnant Water Essence	page 143
24. Picture Book Essence	page 144

\*Behind the throne.



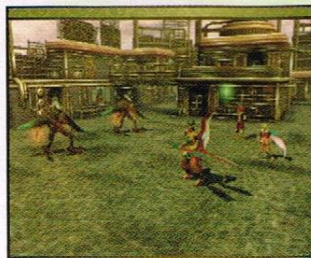
## Attack on Mintaka

Stop and arrange the Decks as soon as the party docks in Mintaka. Fire and Water are the best elements for this area. Choose Xelha, Lyude, and Gibari as a battle party. Fill up the Decks with Light Magnus first and Water Magnus second. Put any Magnus that revive defeated characters into the Decks, too. The Gagareks have a nasty instant Death attack, which they use often. Having plenty of restorative Magnus available lessens the need for Wheat Crackers, which are permanently consumed upon use.

### Mintaka Maps

Maps for Mintaka are found on page XX. None of the items found in the building or sold in the shop have changed since the previous visit.

The town is under attack by demon-like creatures. Roam the city and defend the innocents by defeating the creatures.



There's no reward for saving everyone, but the enemies drop some powerful Magnus such as the **Golden Bugle** and **Battle Shield**. Leave the town through the main entrance in the southwest corner to reach the Imperial Fortress.

### LOCAL BESTIARY

Gagarek (page 167)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
790	PHOTO	+20		-20		-80	
		+80		0		0	

## Fluff pup

Stop in the first home next to the airship dock and talk to the woman cowering on the floor. She asks the party to take her Fluffpup. Agree and the party receives the first of the animals for the Wazn Animal Quest.



### LOCAL BESTIARY

Corrupted Walker (page 166)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
820	PHOTO	+20		-20		-20	
		+20		+20		-20	

Zuzlani (page 171)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
1000	PHOTO	+20		-20		-80	
		+80		0		0	

Iron Beetle II (page 168)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
960	PHOTO	+50		-50		-30	
		+30		0		0	

Contaminated Walker (page 166)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
920	PHOTO	+20		-20		-20	
		+20		+20		-20	

Beberum (page 166)	HP	WATER		FIRE		LIGHT	
		+	-	+	-	+	-
860	PHOTO	+20		-20		-80	
		+80		0		0	

## Assault on the Imperial Fortress

Fight through enemies on the first floor to the elevators and ride the left elevator to the second floor. Explore to the right all the way to the bathroom at the end of the hallway. Check the third stall to find a hiding soldier. Take the **Prison Cell Key (A)** from him.



### Keep it Together

The party from Mintaka should work well inside the Imperial Fortress. Light, Water, and Wind are the primary weaknesses in this area. Light Magnus should be the first element in each Deck followed by Water and rounded off with Wind.



## Status Protection

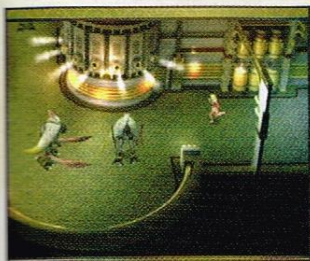
Each floor of the Imperial Fortress features a different type of enemy. Every set of enemies uses a different negative status effect. The instant Death attacks on the third and fourth floors are the greatest concern, but the first floor features Sleep, while Paralysis is common on the second and fourth floors. Consider altering the equipment worn to protect against the different status effects.

Use the elevators at the left end of the hallway to go up to the fourth floor. Explore the left side of the fourth floor and look for a shiny object on the long desk near the cells. Inspect the object to recover the **Elevator Key (B)** when visiting a new floor.

## Déjà vu

The fourth floor should look familiar. It's where Xelha was being held earlier. The **Pot of Air** in the eleventh chest may have been collected on the previous visit. Don't miss the items through the hole on the far right side of the hall.

Return to the second floor and enter the elevator on the far right to reach the fifth floor. Step out of the elevator and go straight to the left all the way to the end while avoiding the enemies. The creatures in this area use a powerful instant Death attack. Get to the end of the hall and save before challenging them.



Use the elevator outside of the throne room to go to the third floor. Inspect the energy field (C) that blocks the hall. Lyude



instructs the party to find the operations room where it can be deactivated. Stop in the bedroom (D) across from the energy field and gather four **Stagnant Water Essences**, then use the elevator to return to the fifth floor.

Walk to the right and use the middle hallway to find the operations room (E). Inspect the globe in the center. It's broken, but the party can repair it by dumping water into the globe. Deposit the four Stagnant Water Essences into the globe and Lyude deactivates the energy field on the third floor. Return to the third floor and follow the hallway to the first boss.



## Ready for Battle

Not much needs to change before entering combat. Switch Water Magnus for Wind Magnus, but leave the party as is. Inspect the Decks for Magnus that have outlived their usefulness; such as, healing Magnus that only restore around 200 – 300 Hit Points, spoiled food, or weak defensive and offensive Magnus. Also put a few Magnus in the Decks that cure Confusion.

## Fadroh

page 171

WATER 0 FIRE 0 LIGHT -30

HP 7000  
PHOTO ★★★

DARK +30 WIND +80 CHRONO -80

This boss is weak versus Light and Wind damage and causes Dark and Chronos damage. Its 7000 Hit Points aren't easy to cut through, so pay attention to Spirit Numbers and create as many combos as possible. Enough damage is caused for combo bonuses to total out to 300 or more points of damage. Fadroh uses two very powerful attacks, Corrupting Light and Unholy Light, which deliver tremendous neutral, Dark, and Chronos damage. Unblocked, the attacks cause well over 1000 points of damage and can be devastating. Don't hold back on using defensive Magnus. Play whatever's available and be ready to heal immediately. The party receives a **Camera 3** and a **Freezing Axe** (Special Attack IV for Savyna) after the battle.





## Between Battles

Walk down the hall and save after defeating Fadroh. Take a moment to switch out Wind Magnus for Chronos Magnus. Also replace Confusion curing Magnus with those that cure Paralysis. No other changes should be necessary.

### Angel of Darkness page 172

WATER 0 FIRE 0 LIGHT -80 HP 9000 DARK +80 WIND -40 CHRONO +40  
PHOTO ★★

The Angel of Darkness uses Dark and Wind Magnus, and has weaknesses versus Light and Chronos damage. He's not as powerful as the previous boss, but can perform as many as eight strikes in a single turn and often attacks twice in a row. Play Magnus that block neutral and Dark damage when defending. Any Wind damage caused is always insignificant.

The battle is simple at first. When the Angel of Darkness is really hurting, he begins his series of two attacks in a row. The first attack is always the Binding Winds, which has a chance to Paralyze his victim. He follows the first attack with the Fangs of Darkness, which hits for full damage if the victim is Paralyzed, and restores a large amount of the Angel's Hit Points. Win the battle by preventing the Paralysis with defensive or healing Magnus and limiting the damage caused by the Fangs of Darkness, so the boss restores very little of his Hit Points with each turn. Use combos to out-damage him, or the battle drags on and on.



## Bunnycat

Stop at the room in the middle of the second floor hallway and talk to the man sitting on the bunk. He asks the party to save his Bunnycat.

Accept and the party now has the first two animals in the Wazn Animal Quest.



## Scorpius Constellation Fragment

Pass through the hole in the wall at the right end of the fourth floor. Check the chests on the platform ahead to find the Scorpius Constellation Fragment.



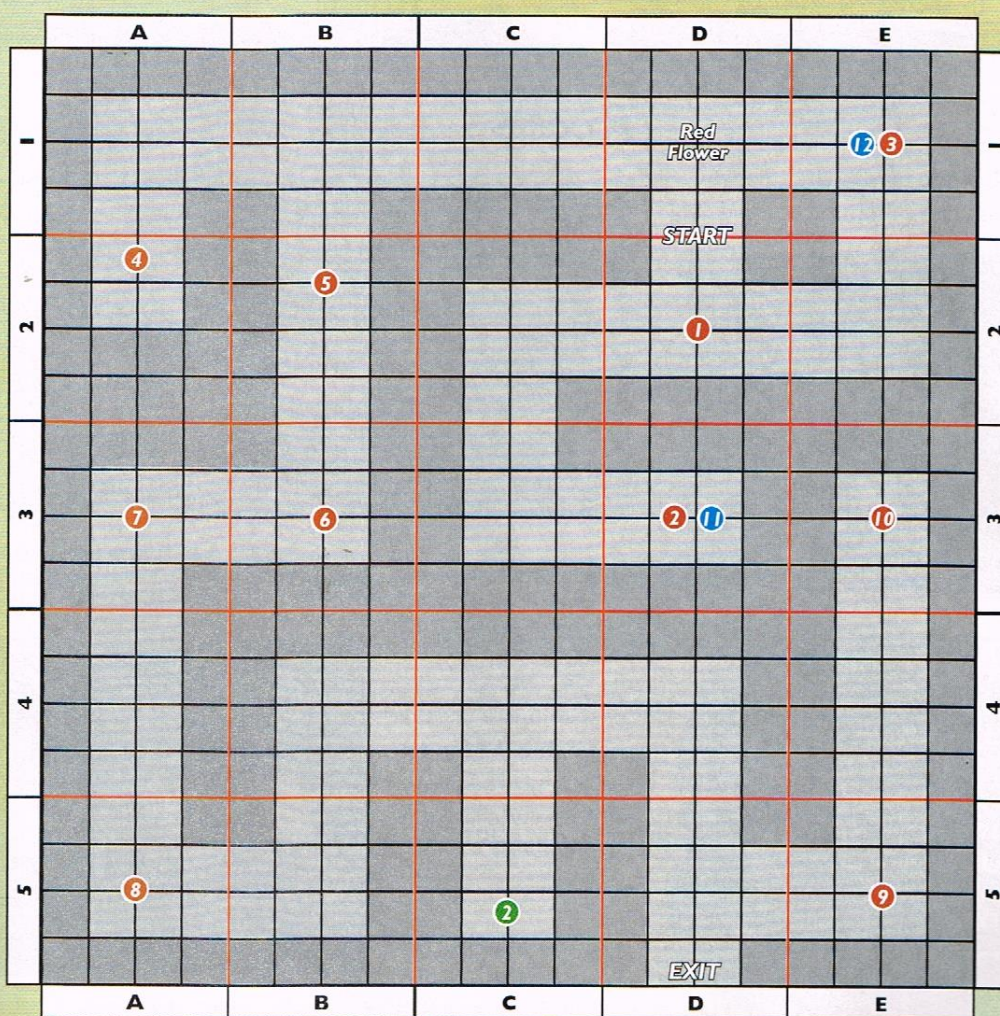


# Duhr.

the Earth Nation

## Cabyrinth of Duhr

PHOTO ★



### Quzman Genealogy Quest

I. Battuta

page 88

### Side Events

I. The Thirsty Water Sprite

page 88

### Magnus

1. Cinderella Birdie	page 139
2. Fangs of Light	page 125
3. Metal Knuckles	page 123
4. White Ash	page 122
5. Sun Coin	page 150
6. Hamelin Cloak	page 129
7. Pegasus Constellation Fragment	page 136
8. Air Slash	page 121
9. Sunflower Barrette	page 139
10. Platter of Parting	page 135
11. Pristine Water Essence	page 143
12. Stagnant Water Essence	page 143



## LOCAL BESTIARY



Bar-Mool (page 166)



PHOTO

HP	WATER	FIRE	DARK
1040	-50	+50	0
LIGHT	WIND	CHRONO	
0	+30	-30	



Bauganum (page 166)



PHOTO

HP	WATER	FIRE	DARK
1170	-50	+50	0
LIGHT	WIND	CHRONO	
0	0	0	



Mad Cancerite (page 169)



PHOTO

HP	WATER	FIRE	DARK
1100	-50	+50	0
LIGHT	WIND	CHRONO	
0	+30	-30	



Mafreega (page 169)

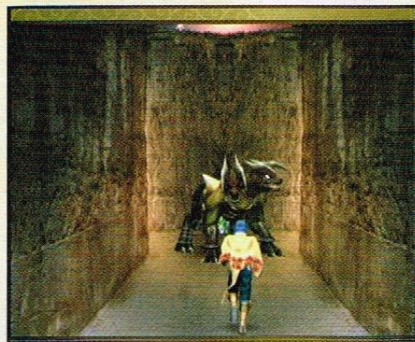


PHOTO

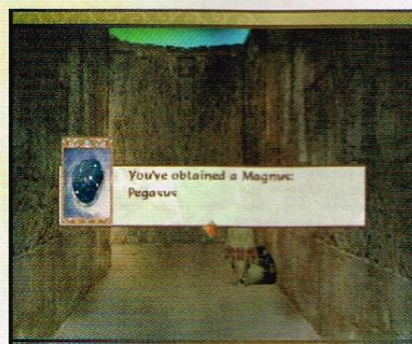
HP	WATER	FIRE	DARK
1240	+80	-80	0
LIGHT	WIND	CHRONO	
0	+20	-20	

## The Maze

This is a tricky area to navigate. Use the map to find the way out and follow the order of the Magnus callouts. The party starts out facing the top of the map. Turn around and go in the opposite direction. The rest should be simple. It may help to turn the map in the direction the party is facing, so it better represents what's on screen.



## Pegasus Constellation Fragment



There's a collapsed man leaning on one of the walls. It's impossible to reach the exit without passing him. Check the body to find the Pegasus Constellation Fragment.

## Fire & Ice

Water is the predominant element within the labyrinth. Equip Kalas, Savyna, and either Xelha or Mizuti with as many high powered Fire Magnus as possible and round off the Decks with Wind Magnus.

The Mafreegas are the only creatures in the Labyrinth that are resistant to Fire. Have Gibari ready with a Deck of Water and Wind Magnus and replace Savyna with him whenever a Mafreega appears.

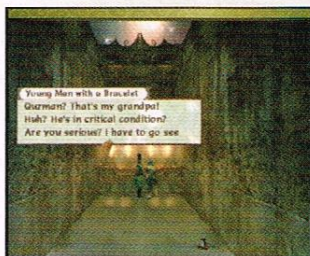
## Platter of Parting

Go past the exit to the very end of the maze to find a chest containing the **Platter of Parting**. This item allows Lyude to reach Class Level 5.



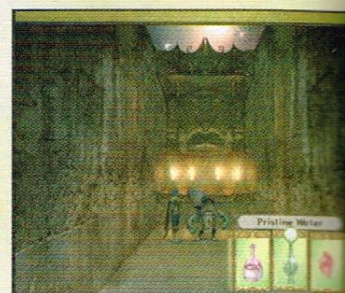
## Battuta

Look for Battuta at the end of a hallway from the red plant. Show him the Family Tree and he's quick to sign.



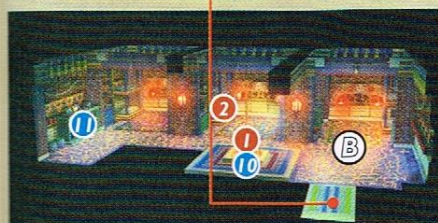
## The Thirsty Water Sprite

There's a Mad Cancerite near the exit that's suffering from dry skin. Collect **Pristine Water** or **Stagnant Water** from one of the two vases near the start and give the water to the creature. It rewards the party with the **Bells of Fate**, Special Attack VII for Xelha.





# Gemma Village



## Wazn Animal Quest

1. Clucker

page 90

## Quzman Genealogy Quest

1. Wahshiya

page 90

## Magnus

1. Oakwood	page 146
2. Large Teamug	page 147
3. Slight Debt	page 152
4. Peanuts	page 153
5. Broken Earth Sphere	page 145
6. Boötes Constellation Fragment	page 136
7. Earth Buckle	page 137
8. Sun Anklet*	page 137
9. Oil Essence	page 144
10. Boiled Egg Essence	page 143
11. Adventure Novel Essence	page 144

\*Available after clearing Zosma

## Shop

Magnus	Cost	Qty	Page
Egg	800	1	148
Peanuts	1500	1	153
Salted Sweetfish	7500	1	157
Wheat	1500	1	147
Eel	8500	1	150
Soybeans	20	1	154
Beef	3800	1	155
Squid	2500	1	147
Sugar Cane	800	1	148
Frozen Tangerine	400	1	149
Cedar Tree	2100	1	149
Persimmons	1800	1	150
Custard Pudding	2700	1	155
Strawberries	3800	1	148
Peach	600	1	149
Deluxe Bananas	6800	1	150
Shrimp	13,500	1	150
Skipjack	10,000	1	150
Mattress	4000	1	152
Green Plums	100	1	156
Grapes	950	1	146
Uncooked Rice	120	1	146
Milk	250	1	147
Flower Bud	850	1	148
Chunk of Ice	100	1	148
Cucumbers	700	1	155
Rooster	150	1	156
Pine Tree	1700	1	149
Green Bananas	500	1	149
Bamboo Shoot	160	1	155
Forlorn Woman	70,000	1	151

## Side Events

1. What's in the Treasure Chest?	Page 89
2. Fixing Up the Shop	page 90

## Home Again

The village leader, the Great Kamroh, is busy, so the party is left to explore the town. This is the chance to learn about the mysterious Mizuti. Visit Mizuti's home (A) to meet Mizuti's friend Kee. Enter the house and meet Koh and Kay, Mizuti's parents (B). Check the home on the right side of town and speak to the man near the boiling pot (C) to learn about the Earth Sphere. Return to the leader's home after the three conversations and speak with the Great Kamroh (D). He suggests the party try to find the Sword of the Heavens, which is hidden in the Garden of Death north of Gemma Village. Kamroh provides the party with the Garden of Death Key and sends them on their way.



## What's in the Treasure Chest?

Speak to the man on the top floor to the right of the leader's home. He's very curious about the chest on the ledge next to him, which nobody has been able to reach. The trick to accessing the chest is in the teleporters. Check the teleporter in the top left corner of the village. It's flashing. Pass through it and then look for another flashing teleporter. Keep going from flashing teleporter to flashing teleporter until the party is

transported next to the mystery chest. Return to the man and tell him what was in the chest and he rewards the party with a Siegfried.





## Wahshiya

Speak to the old woman that wanders back and forth near the village entrance. Show her the Family Tree to learn that she's one of Quzman's ex-wives, Wahshiya. She signs as soon as she learns of her ex-husband's terminal illness.



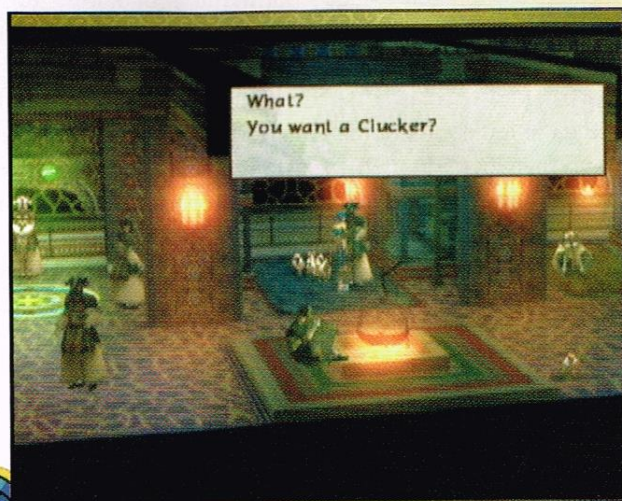
## Boötes Constellation Fragment



Talk to the man that discloses information on the Earth Sphere a second time. He gives the party the **Boötes Constellation Fragment**.

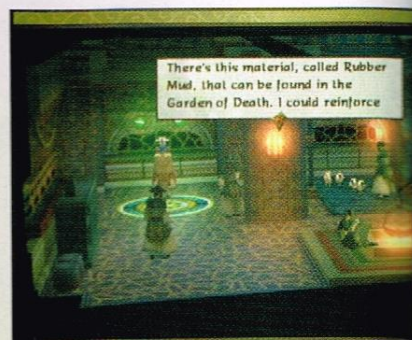
## Clucker

Speak with the woman standing in the middle of the home on the right. She offers one of the **Cluckers** that are running around on the floor to the party. Select any one of them to take back to Wazn.



## Fixing Up the Shop

Talk to the person standing in the back left corner of the home on the left side of the city. It's the local shopkeeper, who isn't manning the store because it's badly damaged. The shopkeeper asks for **Rubber Mud**. Travel to Capella once the party has the key to enter and collect some **Rubber Mud** from the entrance. Return it to the shopkeeper to get a **Power Blade** and **Sacred Helm**. The Shopkeeper also opens the shop immediately.



## Pac-Man

The shop provides the best opportunity to earn the **Pac-Man Magnus**, but it takes some work. The **Frozen Tangerine** transforms into an **Orange** after 150 minutes. Buy it right away if there aren't any **Oranges** in the inventory. Also purchase the **Cucumbers** and travel to Capella. Put the **Cucumbers** in a **Deck** along with several **Honey Magnus**. Fight the **Ghoulish Skirmishers** and combine the **Cucumbers** and **Honey** to get a **Melon**. Continue fighting until the creatures drop some **Cherries**, too. Check the inventory for an **Apple**. The party should've picked a few up in the **Imperial Fortress**. If not, get one from **Zosma** in the near future. The **Strawberry** is for sale in the shop, but it doesn't stay fresh for long, so buy it once the other ingredients have been gathered. Put all of the ingredients in one **Deck** and remove any other **Magnus**, so the **Deck** is full of **Pass Magnus**. Enter a battle and combine the five cards to create the **Pac-Man Magnus**.



# Capella. Garden of Death

## Magnus

1. Flashy Earrings page 138
2. Whitecap Shield page 131
3. Full Plate page 128
4. Purple Rose page 135
5. Rubber Mud Essence page 144



To World Map

START

PHOTO ★★

## LOCAL BESTIARY



Almanek (page 165)

★★★

PHOTO

HP	1300	WATER	0	FIRE	0	DARK	-80
		LIGHT	+80	WIND	0	CHRONO	0



Ghoulish Skirmisher (page 168)

★★

PHOTO

HP	1120	WATER	0	FIRE	0	DARK	-80
		LIGHT	+80	WIND	0	CHRONO	0

## The Sword of the Heavens

Enter Capella and trudge through the mud to the building at the end. The party finds the altar where the sword was kept, but the Sword of the Heavens is missing. Leave the area to find that several places have opened on the world map: Algorab Village, Zosma, and Duhr Port. Travel to Algorab first.



## Mud Monsters

Enemies in this area have a large amount of Hit Points, but a severe weakness versus Fire Magnus. Savyna, Kalas, and either Mizuti or Xelha make an excellent party. Stack the Decks with offensive and defensive Fire Magnus and they won't have any problems with the enemies.

## Purple Rose

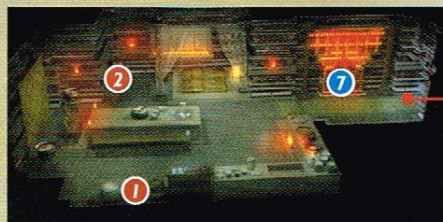
Check behind the large hut at the back of the garden. There's a chest peeking around the left corner that contains a Purple Rose, the Magnus that allows Savyna to reach Class Level 5.





## Algorab Village

PHOTO ★



### Magnus

1. Aries Constellation Fragment	page 136
2. Cherries	page 149
3. Curry	page 155
4. Divorce Papers	page 153
5. Cassiopeia Constellation Fragment	page 136
6. Inferno Cannon*	page 127
7. Stoked Flame Essence	page 143
8. Weak Flame Essence	page 143

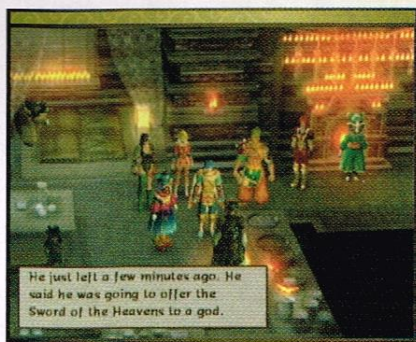
\*Available after clearing Zosma

### Shop

Magnus	Cost	Qty	Page
Shish Kebab (Large)	250	2	139
Wheat Crackers	300	2	140
Fruity Gelatin	200	2	140
Chestnut Truffle	100	2	140
Fire Yell Lv I	1500	1	133
Aqua Yell Lv I	1500	1	133
Light Yell Lv I	1600	1	133
Dark Yell Lv I	1600	1	133
Chronos Yell Lv I	1700	1	134
Wind Yell Lv I	1700	1	134

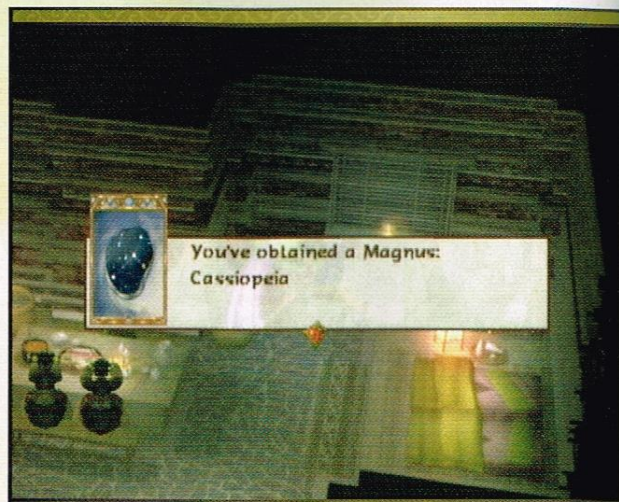
## The Plan

Enter the Mayor's home on the left side of the village. Talk to the people inside to learn that the mayor made off with the Sword of the Heavens. He's headed for Zosma Tower with a desperate plan that could prove disastrous.



## Cassiopeia & Aries

Grab the Cassiopeia Constellation Fragment from a shelf in the top right house. The Aries Constellation Fragment is inside a jar in the Mayor's home.





# Zosma. Tower of Stones

## Magnus

1F. Firedrake Barrette	page 139
2F. Burning Shield	page 131
3F. Rhapsody	page 126
1F. Weak Flame Essence	page 143

PHOTO ★

## Quzman Genealogy Quest

4F. Rabbih page 94

## LOCAL BESTIARY



### Gul-Bar-Mool (page 168)



PHOTO

HP	WATER	FIRE	DARK
1150	-50	+50	-30
LIGHT	WIND	CHRONO	
+30	0	0	



### Mysterious Shellfish (page 169)



PHOTO

HP	WATER	FIRE	DARK
550	-20	-20	-20
LIGHT	WIND	CHRONO	
-20	-20	-20	

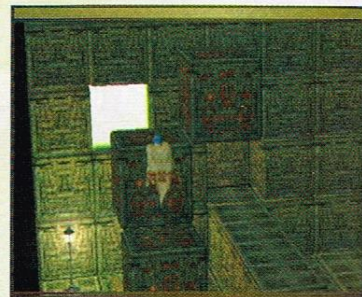
## Tower of Puzzles

Zosma is a series of block puzzles. The men at the entrance provide a mandatory tutorial. Pay close attention to what's said and follow their orders. They lead the party through the first few steps. Collect as many **Weak Flame Essences** as possible before leaving the first floor.



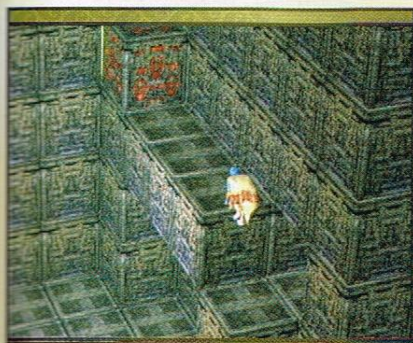
## SECOND FLOOR

Climb onto the raised row of blocks and push the blue block into the wall. Jump down on the right and push the red block into the hole in the floor. Three floating red blocks appear on the left. Climb the red blocks and push them into the holes in the walls (each block can only be pushed one direction) starting with the top block and working down. Climb the blocks on the right wall to reach the yellow block and move onto the third floor.



## FIRST FLOOR

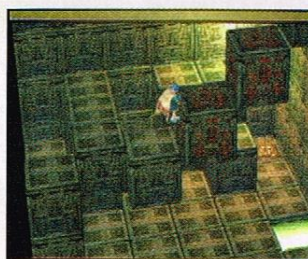
Climb the block protruding from the wall and push the blue block into the wall. This causes the red block to rise from the floor. Climb the rest of the blocks to reach the red block in its new position. Push the red block into the hole in the wall to



create a bridge. Push the blue block in the corner into the wall to make a chest appear across the yellow block. Empty the chest and ride the yellow block to the second floor.

## THIRD FLOOR

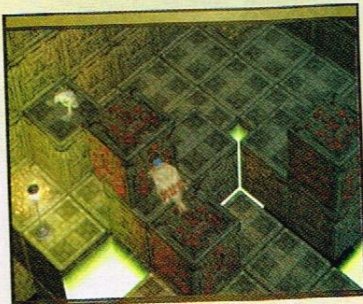
Climb the blocks in the center and light the lamp. Push the red block on the same level off the edge so it falls to the floor. Climb down and push the red block into the hole behind it. Push the blue block in the top left corner into the wall. Climb up and push the two floating red blocks into the wall starting with the red block on top. Go back to the floor and ride the block on the right wall. Push the red block at the top down to the floor. Follow it down and push the red block into the hole in the floor in front of it. Ride the block up the wall a second time and cross the blocks sticking out from the wall to the one sliding on the back wall. Ride on the sliding block and push the blue block into the wall while passing it. A chest appears on the ground. Empty it then climb back up to reach the yellow block and the fourth floor.





## FOURTH FLOOR

Push the red block in the bottom corner so it's just below either of the raised red blocks. Climb on the lower red block and push red block it's next to off the ledge and onto the floor. Climb down to the bottom corner and push the first red block into the green hole next to it. Push the second red block into the green hole in the top corner, which is little hard to see because of the blocks next to it. Push the remaining red block off the ledge and into the hole next to it. A pyramid of blocks rises in the back of the room. Climb to the top to reach the yellow block.



## FIFTH FLOOR



Push in the blue block on the right wall. Cross to the left side and push the second blue block into the wall. Return to the right side and push the third blue block into the wall. Repeat this pattern twice more and red

block appears on the left. Push the red block into the green hole between the two monsters and be ready to fight.

### Don't Jump the Gun

Take time to prepare for battle before pushing the red block between the huge enemies on the bottom floor. The party must fight them as soon as the block falls into position. One boss is weak versus Fire and the other Water. There are many different ways to approach this fight, but take Xelha or Mizuti with Kalas and Savyna. Pack the magic users' Deck with Water Magnus and one more element other than Fire. Light is a good choice since Light Flare Lv 4s have been common lately. Stack Savyna's Deck with Fire Magnus and one element other than Water, though she may do best with neutral offensive Magnus. Fill Kalas's Deck with a mixture of Fire and Water with one or two more elements focusing on those that don't counteract each other, but are the most powerful Magnus available. Each character should have at least five Fire and five Water defensive Magnus. Neutral defensive Magnus are basically worthless, so scrap them in favor of lesser elemental Magnus.

Ungyo

page 174

WATER +80 FIRE -80 DARK 0

HP 7000  
PHOTO ★★★

LIGHT 0 WIND 0 CHRONO 0

Agyo

page 171

WATER -80 FIRE +80 DARK 0

HP 7000  
PHOTO ★★★

LIGHT 0 WIND 0 CHRONO 0

This is a difficult battle since the bosses have separate weaknesses and strengths. Both use a powerful attack that causes a small amount of neutral damage combined with a huge portion of elemental damage. Ungyo, the blue one, causes Water damage, and Agyo, the red one, causes Fire damage. Expect between 600 and 1100 points of damage from these attacks and a Freezing effect from Ungyo's attacks. Defend with the proper element and use offensive Magnus for defense if necessary.

Focus on Agyo first. It can increase its attack power, which makes it a serious threat. Ungyo can increase

its defense making it harder to eliminate, but not a greater threat. Pound Agyo with everything the party has and pay close attention to the Spirit Numbers. Big combos help to end the battle quickly. When someone is hurt make sure they're healed immediately. Don't risk waiting. Shift to Ungyo once Agyo is eliminated. The remainder of the battle should be a breeze. The party receives Prominence (Special Attack VII for Mizuti), Poseidon's Creel (armor for Gibari), and the Gemini Constellation Fragment after the battle.





## Disaster

Leave the tower and take a moment to adjust for the next fight. Light is extremely important in the next battle, so Kalas, Lyude, and Mizuti or Xelha are the best party. Fill each of the Decks with offensive Light Magnus. Top them off with Chronos and Water if necessary. Neutral defensive Magnus are extremely useful in the coming battle, but it doesn't hurt to have a few Water, Light, and Chronos Defensive Magnus too. Put maybe two of each element and six or eight neutral into each Deck. Return to Algorab Village when everyone is prepared.



## Mizuti Unmasked

Mizuti's mask breaks at the beginning of the battle. This is the one chance to get a rare photo of Mizuti, since the character must be smiling in the picture for it to be considered rare. Give it a shot if you're attempting to complete the Gathering.

## Malpercio

page 173

WATER +20 FIRE -20 DARK -70

HP 10,000  
PHOTO ★★

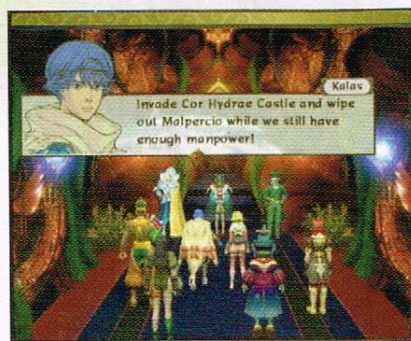
LIGHT +70 WIND -30 CHRONO +30

The boss attacks with a severe amount of neutral damage coupled with lesser doses of Fire, Dark, and Wind. The attacks are nearly impossible to block completely, but stopping most of the neutral damage and one element makes the damage manageable. Heal anyone that's hit with these attacks. A lack of defensive Magnus can mean taking well over 1200 points of damage in one round, so keep Hit Points up throughout the battle. Once it's severely hurt, the boss begins to use a Soul Drain that delivers massive neutral damage with a substantial hit of Dark and smaller doses of Fire and Wind. The attack steals Hit Points from the victim and restores some of Malpercio's health. It's important to block as much of the damage as possible or the attack may heal the boss for more than 1000 points. Assault the boss with Light combos to out-damage it and end the battle quickly.



## The Beginning of the End

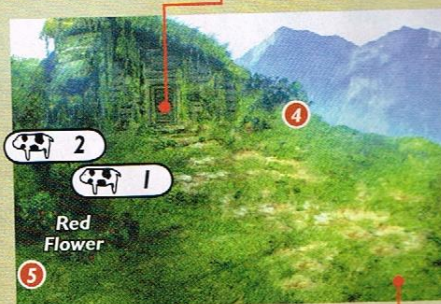
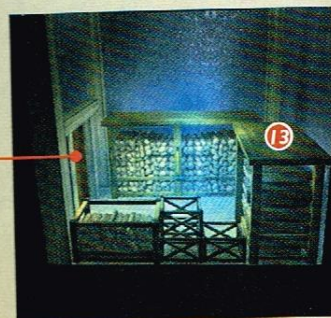
Leave Duhr at the Duhr Port and the party automatically returns to Corellia's Palace in Anuenue. Speak to each of the leaders in turn. Kalas must return to Sadal Suud and visit Dr. Larikush in Cebalrai. Hop on the White Dragon at Anuenue Port and hike to the doctor's home upon arriving in Pherkad. Larikush instructs Kalas to visit a cabin in the Celestial Alps to claim an object left by his late grandfather.





# Interesting Things

## Celestial Alps



### Quzman Genealogy Quest

- 1. Al khatib page 111
- 2. Al-rumi page 111

### Wazn Animal Quest

- 1. Caplin (white) page 98
- 2. Caplin (black) page 98

### Magnus

- 1. Canis Minor Constellation Fragment page 136
- 2. Apocalypse Sword page 121
- 3. Air Slash page 121
- 4. Azure Sand page 134
- 5. Chaos Mail page 128
- 6. Efreeti Saber page 121
- 7. Silk Veil page 130
- 8. Avocado page 154
- 9. Straw page 154
- 10. Skull Buckle page 137
- 11. Holy Armor page 128
- 12. Milk page 147
- 13. Void Phantom page 121



## LOCAL BESTIARY



Rulug (page 169)



PHOTO

HP	1290	WATER	0	FIRE	0	DARK	-30
		LIGHT	+30	WIND	-60	CHRONO	+60



Badwin (page 165)



PHOTO

HP	1100	WATER	0	FIRE	0	DARK	0
		LIGHT	0	WIND	-50	CHRONO	+50

## Cliff Jumping

The path through the Celestial Alps is complicated by the creatures that live there. The large mosquito-like Rulugs show up unexpectedly and stick their noses into the ground. The appendage burrows through the dirt and rock and reappears in a position where it can block the party's progress. The only way to clear the path is to defeat the Rulug. Jump down the cliffs to reach the enemy, then backtrack and continue.



## Bug Spray

Light and Chronos Magnus are the best elemental types for the Celestial Alps. Take Kalas, Lyude, and either Xelha or Mizuti along for the ride.

## The Danger Within

Stop at the hut's doorstep and prepare for a difficult battle. The same party that works well across the Celestial Alps works well for the boss. Change the Decks so they have more Light Magnus than any other and round them off with Fire and Chronos Magnus. Take along plenty of defensive and restorative Magnus. This is a long battle, so the characters will need to be healed often.

## Giacomo

page 172

WATER +50 FIRE -50 DARK -30

HP 7000

PHOTO ★★★★★

LIGHT +30 WIND 0 CHRONO 0

## Ayme

page 171

WATER -30 FIRE +30 DARK -30

HP 5000

PHOTO ★★★

LIGHT +30 WIND -30 CHRONO +30

## Folon

page 172

WATER +30 FIRE -30 DARK -50

HP 5500

PHOTO ★★★

LIGHT +50 WIND +30 CHRONO -30

The terrible trio is back and ready to battle. This fight is almost exactly like the previous battle, but the bosses now heal each other. Before it was best to start with the character that has the lowest Hit Point total, Ayme, and work up from there. Scratch that. Start with Giacomo this time, the character with the most Hit Points, and work down. Giacomo has the ability to heal his allies for 1000 Hit Points twice in a single turn. Those 2000 points of healing can make the battle last for an eternity. Work over Folon once Giacomo is gone and finish with Ayme.

Ready for a nasty surprise? Just when it seems like the party has won, they're forced to fight the battle over from the very beginning. Use the same strategy. The battle isn't any harder the second time and everyone starts off rested. There's no reward for winning the battle, but the party receives a **Chaotic Illusion Magnus** (Special Attack VIII for Kalas) after the battle and a cinema.





## Strange Happenings

After the battle, the party automatically returns to Corellia's Palace. Odd things have started happening all over the world. Speak to Catranne to learn about them and go investigate.



## Azure Sand

Check the chest behind the Caplins and on the right side of the hut before going inside. The chest contains the **Azure Sand Magnus**, which allows Kalas to reach Class Level 6. It would be wise to return to a town with a blue flower and use it right away. This is the maximum Class Level for Kalas and it allows him to perform ridiculous 9 Magnus combos.



## Canis Minor & Canis Major



The **Canis Minor Constellation Fragment** is in the first chest next to the entrance. The **Canis Major Constellation Fragment** is harder to find. It's carried by the Badwins that fly around this area. Fight them until they drop it.

## Caplins

Inspect the Caplins outside the hut. The party can take a **Caplin (white)** from the large group on either side of the road. Look for a **Caplin (black)** hiding behind the shrubs on the far left above the red flower.



## Sadal Sund

### Cebalrai (page 12)

#### WAZN ANIMAL QUEST

There are five animals to gather in Cebalrai. Start with the Fantail Ducks outside of Dr. Larikush's home. Speak to the girl tending the flock and she offers a **Fantail Duck (regular)**, **Fantail Duck (white)**, and a **Fantail Duckling**. Pick all three from the flock. The ducklings are difficult to see, but they're small and dark.



Stop in the stable too. Speak to the man tending a **Prancer** in the bottom left corner. Leave the stable after getting the Prancer and then re-enter. The same man is now tending the Pows. Talk to him again to get a **Pow** for the lady in Wazn.

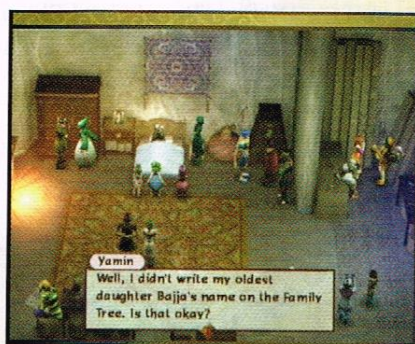




## Pherkad (page 18)

### QUZMAN'S GENEALOGY QUEST

Stop at Quzman's home in Pherkad and speak to Yamin in front of the dresser to the right of Quzman's bed. She signs Bajja's name when shown the Family Tree. Speak to Quzman before leaving. The Usaybia and Wahshiyah bloodlines should be complete, which entitles the party to an **Aurora** and **Silver Ash Magnus**.



Talk to the man outside Quzman's home. He reluctantly gives the party his **Cloudgull**.

## The Cord's Mansion (page 20)

### WAZN ANIMAL QUEST



Check the guest rooms to find a **Koa Monkey** sitting next to a table. Inspect the Koa Monkey and the maid asks the party to take it somewhere else.

### THE BALCONY

The party can finally revisit the balcony garden. Stop by to admire the flowers and collect a **Moon Buckle Magnus** and an **Intriguing Mystery Magnus**.

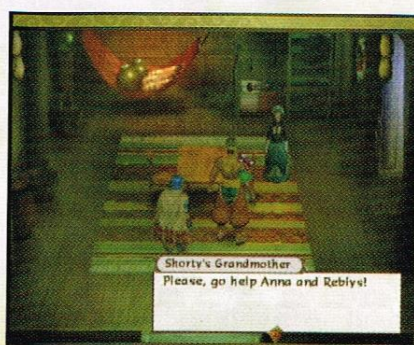


## Diadem

## Nashira (page 24)

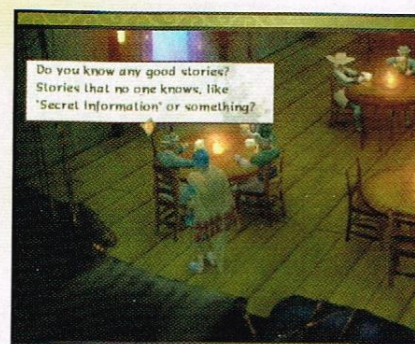
### ANNA'S MISSING

Return to Nashira and enter the home to the right of the shop. The old woman inside says that Anna went to the Greater Celestial River in search of Pekusa seaweed and Rebllys followed her. Neither one has come back. Return to the airship to find the Greater Celestial River has appeared on the world map. The party can go there at any time to save Anna and Rebllys.



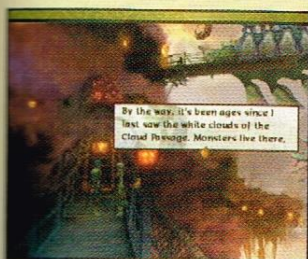
### SECRET INFORMATION

Visit Anna's bar in Nashira and talk to the man sitting in the bottom left corner. He's looking for a secret of any sort. Go to Corellia's Palace and talk to the maid in the right guest room to get the Secret Information Essence. Return the essence to the man and he rewards the party with the **Creel of the Whale Magnus** (armor for Gibari).



### WHITE CLOUDS

Talk to the woman standing on the bridge outside the bottom floor of the warehouse. She'd like to see the white clouds of Cloud Passage. Go to the Cloud Passage and collect **Cloud Essence** from the cloud gathering machine. Return it to her to get the **Popular Pickup Line Essence**.



### Money is Everything

Don't talk to the woman standing at the top end of Anna's bar. She's looking for money and either conversation option results in her taking a large chunk of the party's gold. Stay away! For those that can't resist talking to her, choose to give her money rather than slapping her. It costs much less.



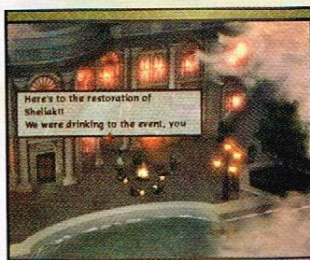
## I NEED A DRINK

Make a stop at Anna's bar and speak to the person in a white hat sitting at the table in the bottom left corner. The spirits have run out. Go to Sadal Suud and collect a **Mountain Apple Essence** from Cebalrai. Give the essence 2 hours to transform into **Mountain Apple Wine**, then give it to the person in the bar. The party receives the **Secret Recipe 9 Magnus**.



## Sheliak (page 30)

### GIFT TO A DRUNKARD

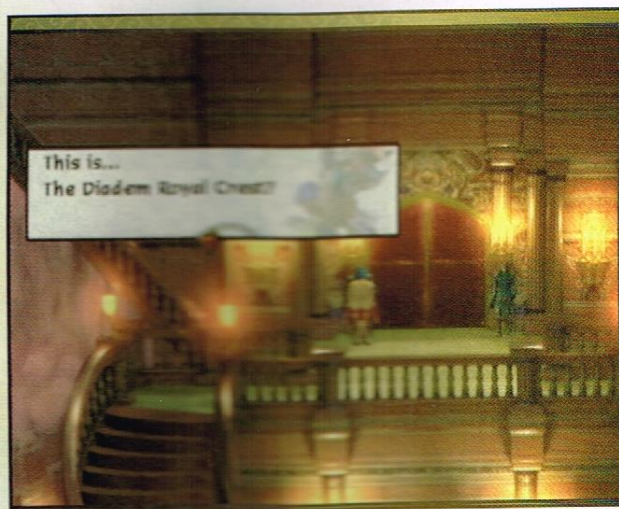


Locate the drunken man near Sheliak's entrance. Go to Cebalrai and collect a **Mountain Apple Essence**. Wait for 2 hours and the essence becomes **Mountain Apple Wine**. Give the wine to the drunkard to receive **Flash Armor**.

## Castle Elnath

### FIRE UP THE KNIGHTS

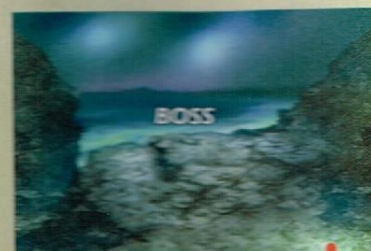
Talk to the knight on the left side of the door leading to the throne room. He's feeling nervous and his spirits are low. Collect the **Diadem Royal Crest Essence** from upstairs and return it to him. His faith is restored and he presents the party with a **Rainbow Ash Magnus**.



## Greater Celestial River

### Magnus

1. Power Blade page 122
2. Buoy of Light page 134
3. Battle Suit page 128
4. Corvus Constellation Fragment page 136
5. Skull Creel page 138



### LOCAL BESTIARY

#### Maw-Maw-Goo (page 169)



HP	WATER	FIRE	DARK
1390	-80	+80	0
LIGHT	WIND	CHRONO	
0	0	0	

PHOTO

#### Shadow Claws (page 170)



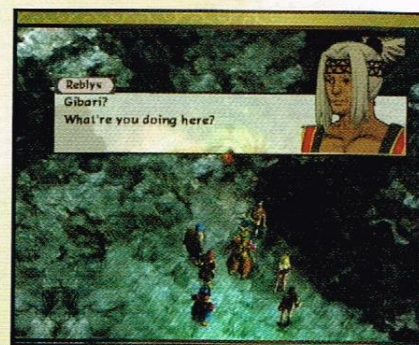
HP	WATER	FIRE	DARK
950	+80	+80	+80
LIGHT	WIND	CHRONO	
+80	+80	+80	

PHOTO



## Another Flood

This is a simple area to cross. The enemies have a weakness against Fire Magnus, so Kalas, Xelha (or Mizuti), and Savyna are an excellent party. Stack their Decks with Fire Magnus, both offensive and defensive, and round the Decks off with complimentary elements. The boss fight requires the use of Gibari, so stop at the red flower and add him to the party. Avoid putting Water Magnus in his Deck. Use whatever Fire he has and fill the rest with Dark and Wind. His Deck needs plenty of defensive and healing Magnus, too. It's probably best to take Savyna out of the party when adding Gibari. Kalas is still likely to be the most powerful character available and there should be plenty of Fire Burst Lv 5s available to a magic user. Equip Magnus that protect against Freezing and Poison effects.



## Brolakis

page 171

WATER -80 FIRE +80 DARK 0

HP 13,000

PHOTO ★★

LIGHT 0 WIND 0 CHRONO 0

This boss has a huge number of Hit Points, so the battle can go for a while. Fortunately the 80% bonus on Fire damage speeds things up. Brolakis uses a poison attack that can be cast on two characters each turn. Don't worry about it. The damage is negligible. The bigger threat is its Frost Cloud attack, which causes around 2000 points of neutral and Fire damage. Play plenty of defensive Magnus to lessen the blow and keep the party healthy. The Frost Cloud may also Freeze the victim, so heal the victim right away to protect it

from further damage. The party receives the **Nemesis Fall** (Special Attack VIII for Gibari), **Dragoon Gale**, and **Eridanus Constellation Fragment** for winning the battle. They also get **Balgora's Paddle** after a short cinema back in Nashira.



## Buoy of Light

Don't miss the **Buoy of Light** in the second chest. It allows Gibari to reach Class Level 6. It might even be worth returning to a Blue Flower right away, since Gibari must take part in the coming boss battle.



## Corvus Constellation Fragment

The **Corvus Constellation Fragment** is found in a chest that's hidden below the red flower. Explore the area directly beneath the short gap prior to the flower and an interaction icon appears. Check that spot to find the reward.



## Anuenue

### Anuenue Port (page 36)

#### PORTABLE SHRINE SHOW REVISITED

Talk to the woman bent over in the house at Anuenue Port. She and her husband missed the portable shrine show and he's no longer speaking to her. Talk to Queen Corellia about performing the show a second time just for them. She agrees, but requires six people to help with the show. Find these six people:

The woman with the snail shell object on her back in the second classroom on the right side of the School of Magic.

The man in stripes walking on the stairs just outside of Corellia's Palace.

The woman in yellow inside Corellia's Palace and just to the left of the entrance.

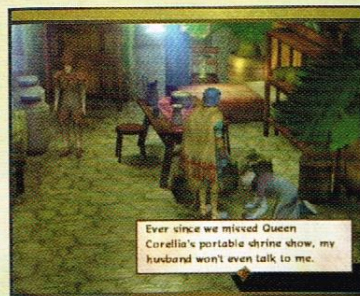
The teacher in the first classroom on the left side of the School of Magic.



The man in blue wandering back and forth below the Komo Mai arch leading to the palace and school.

The circling dancer in dark colors near Komo Mai's entrance.

Return to the old woman in Anuenue Port once the six helpers have been gathered. Follow her and her husband to the steps of the palace for the show and speak to her again. Return to their home after the show and talk to the husband to get a **Rainbow Ash Magnus**.



## Komo Mai (page 36)

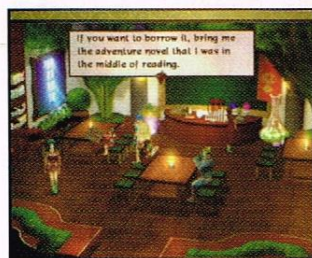
### A LECTURE FOR YOUR ROCK SALT

Stop in the second house within Komo Mai and talk to the old woman sitting on the bench. She's having muscle pain and needs a cure. Travel to Azha in Alfard Empire and collect **Rock Salt** from the second cave home. Give the Rock Salt to the old woman and she rewards the party with **Deluxe Cookies**.

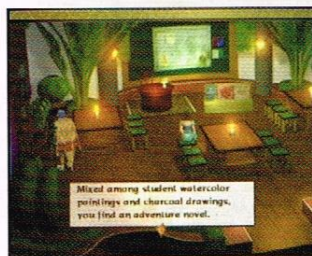


## School of Magic

### THE BOOK OF MAGIC



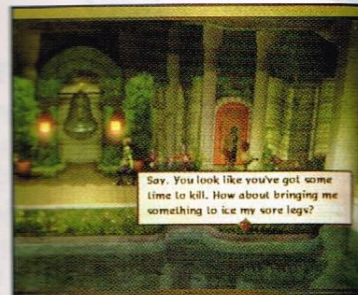
Talk to the Principal in the second classroom on the right side of the school. She's reading the Book of Magic, but won't share it with the party unless they recover her Adventure Novel.



Explore the left side of the school and enter the second classroom. Inspect the bookshelf on the left wall to find the **Adventure Novel Essence**. Return the essence to the Principal. The party can now enter the Illusory Fortress of the Book by inspecting her book at any time.

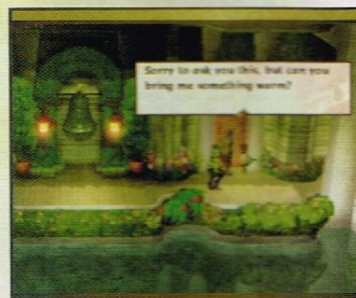
## COOLING OFF

Talk to the boy standing outside of the first classroom on the left side of the school. His legs hurt and he wants something to cool them. Travel to Wazn and collect **Snow Essence** from the Ice Cliffs of Gomeisa. Return it to the boy and he rewards the party with a **Light Flare Lv 5**.



## WARMING UP

Talk to the boy standing outside of the first classroom on the left side of the school after completing the Cooling Off event and having left the screen once. He's a little too cold from the Snow Essence and asks for something warm. Travel to the Flame Cave in the Alfard Empire and collect the **Lava Essence** from the cave. Wait for it to cool and become a **Hot Rock** after 30 minutes. Give the Hot Rock to the boy to receive an **Erbschaft Magnus**.



## Corellia's Palace (page 38)

### ADDITIONAL THANKS

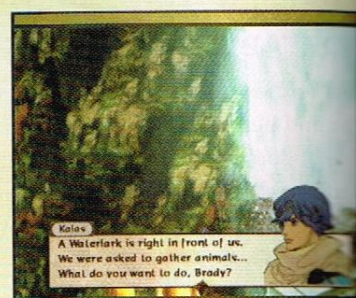


Visit the knight guarding the left guest bedroom in Corellia's Palace. He rewards the party with a **Fairy Barrette** (armor for Savyna) assuming the "A Festive Feeling" event (page 74) was completed during a previous visit.

## Opu (page 43)

### WAZN ANIMAL QUEST

Go to Opu and look for a ladder to the left of Mayfee's home. Climb up and walk to the edge of the waterwheel where there are small birds flying around. Inspect the birds to collect a **Waterlark**.





## Celestial Tree (page 44)

### VINEGAR FIGHTS FATIGUE

Pause at the Celestial Tree and talk to the man standing between the tents. He's worn out from dancing too hard and wants some Apple Vinegar to restore his energy. Go to Sadal Suud and collect a **Mountain Apple** from Cebalrai. Give the Mountain Apple 6 hours and it transforms into **Apple Vinegar**. Give the Apple Vinegar to the man at the Celestial Tree and he rewards the party with a **Flugel Shield Magnus**.



## WAZN ANIMAL QUEST

Stop at the Celestial Tree and look for a flock of birds near the entrance. Inspect the birds to collect a **Pigeon** for the woman in Wazn.



## Illusory Fortress of the Book

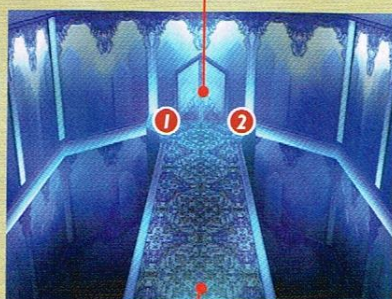
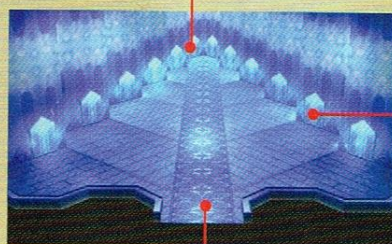
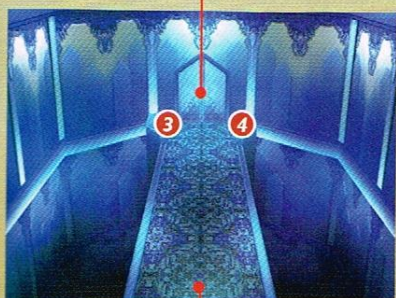
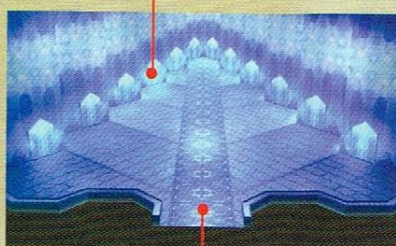
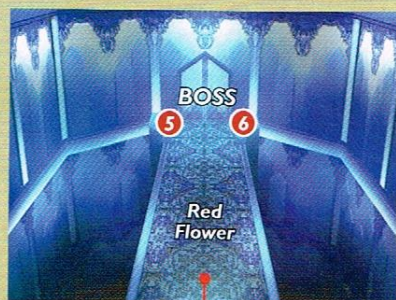
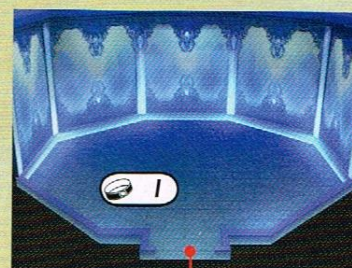


PHOTO ★★



### Magnus

1. Apple Pie (Whole)	page 139
2. Aqua Truth	page 121
3. Bloody Vortex	page 122
4. Linnet Statue	page 134
5. Skull Anklet	page 137
6. Silk Veil	page 130

### Quzman Genealogy Quest

1. Tumart	page 104
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## LOCAL BESTIARY



### Alavarum (page 165)

HP	WATER	FIRE	DARK	CHRONO
1420	-30	+30	+30	+30
	-30	-30	-30	+30



### Varalba (page 170)

HP	WATER	FIRE	DARK	CHRONO
1650	+30	-30	-30	-30
	+30	+30	+30	-30



## Hall of Doors

The book features three rooms with twelve doors each. One of the twelve doors leads deeper into the book. The other eleven hide monsters. Search the rooms to find the correct door and move on to the next room. The guide displays the correct doors to make it easier, but it's worth fighting in each room to get as much experience as possible.



## Mixed Results

Preparing for this area is tricky. There are two types of enemies. One enemy's weakness is the other enemy's strength. It's best to split the Deck between the weaknesses. Make one Deck out of Fire, Light, and Wind and another Deck out of Water, Dark, and Chrono Magnus. All of the damage caused by enemies in this area is elemental. Neutral defensive Magnus are worthless. Scrap them in favor of even a few weak elemental defensive Magnus of any type. Take Xelha along for sure. She's mandatory for the coming boss, so she makes more sense than Mizuti. Kalas and Gibari are also great choices, since both should be at Class Level 6 now.

## Enter Prepared

Stop at the red flower and prepare for the boss. This enemy causes neutral damage and lots of it. Put some neutral defensive Magnus back in the Decks and get rid of elemental defensive Magnus other than Wind and Water. The boss has a weakness against Wind Magnus. Gibari and Kalas are still excellent for this battle and Xelha is mandatory.

## Kulcaboran

page 172

WATER 0 FIRE 0 DARK 0

HP 10,000

LIGHT 0 WIND +80 CHRONO -80

PHOTO ★★★★★

The boss causes large amounts of neutral damage with some Fire and Chrono damage on top. It has an extremely powerful Dark Implosion that delivers devastating neutral damage with a large chunk of Chrono and some Fire and Dark. The attack can cause around 2000 points of damage total. It's also a Hit Point stealer, converting any damage caused into Hit Points. It only uses the attack near the end of the battle, but it's enough to drag it out and make it very difficult to finish. Concentrate on playing defense to prevent it from healing too much and work the Spirit Numbers to

create a major combo with Kalas or Gibari. They're the best shot at dealing the fatal blow. The party receives a **Galeos Fangs** and **Aqua Burst Lv 6** for winning the battle. They also get the **Seal of Water** (Special Attack VIII for Xelha).



## Tumart

Check the second room on the right in the second section.

Defeat the monsters threatening the man, then show him the Family Tree.

He's thrilled to get out of the illusion and heads home immediately.



## Linnet Statue

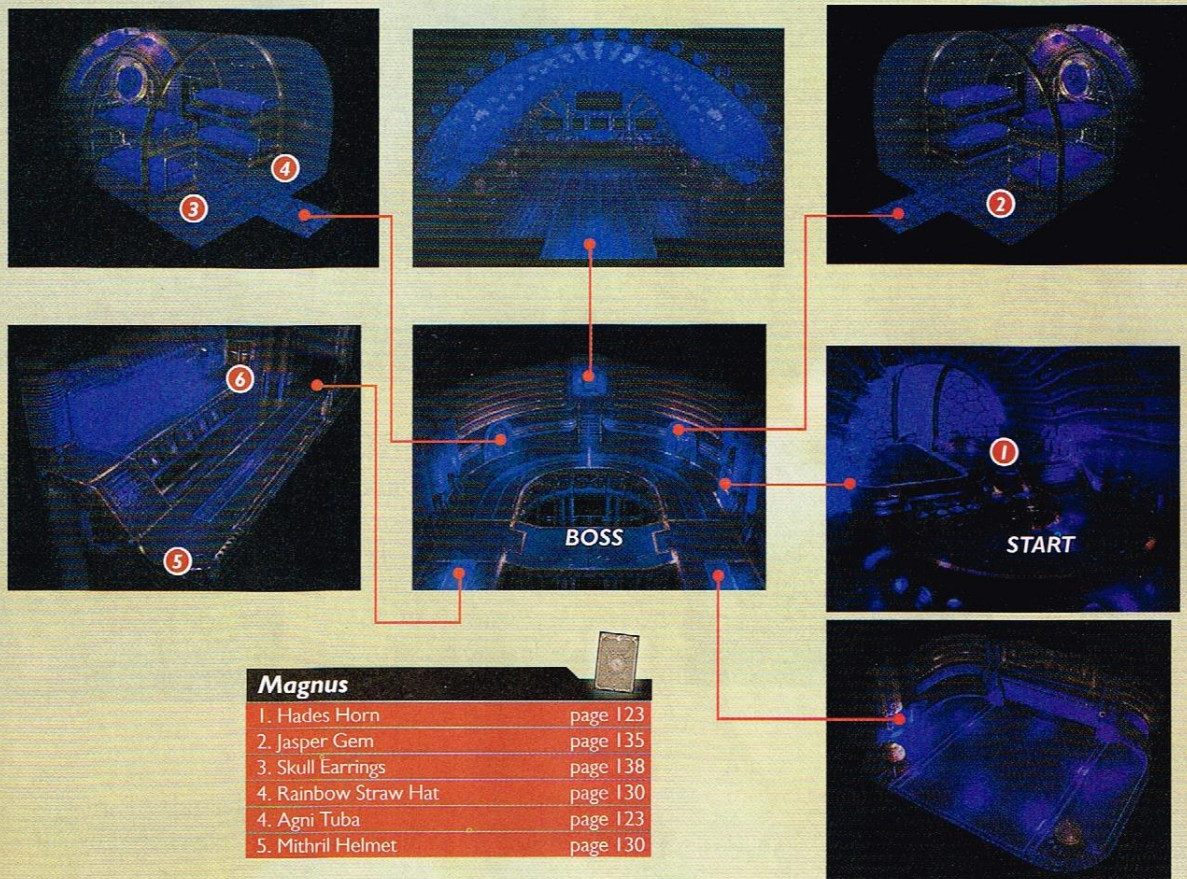
Empty the chests before the third hub to find the **Linnet Statue**. It allows Xelha to reach Class Level 6 when taken to a church.





# Mira. Phantom Goldoba

PHOTO ★★



## Magnus

1. Hades Horn	page 123
2. Jasper Gem	page 135
3. Skull Earrings	page 138
4. Rainbow Straw Hat	page 130
4. Agni Tuba	page 123
5. Mithril Helmet	page 130

## LOCAL BESTIARY



Master Revenant (page 169) ★★

PHOTO

HP	WATER	0	FIRE	0	DARK	-100
1480	LIGHT	+100	WIND	0	CHRONO	0

## GHOST SHIP

The party sees a dark and spooky looking Goldoba while flying to Mira. Choose to inspect the phantom ship. Explore each of the rooms and defeat the spirits within. Once all of the rooms have been visited, the party is forced to fight a boss on the catwalk in the center.



## Light versus the Undead

Light is the most powerful element inside the Phantom Goldoba. It's packed from wall to wall with undead creatures that hate the Light. Take Lyude, Xelha, and Gibari or Kalas along for the fight. Pack the Decks with Light Magnus, both offensive and defensive, and round them off with offensive Wind Magnus. Gibari's Deck can be nearly all offensive Wind Magnus and Light defensive Magnus. Also equip the characters with equipment that protects against instant Death spells and Sleep. Be certain there are items in each Deck that can also cure Death in case someone is overcome.



## Rampulus

page 173

WATER 0 FIRE 0 DARK -80

HP 13,000  
PHOTO ★★

LIGHT +80 WIND +50 CHRONO -50

The boss packs a fairly strong punch that causes a significant amount of **neutral**, **Dark**, and **Chrono** damage. It also has a **Symbol of Slumber** attack that puts its victim to Sleep. It's an easy fight at first despite the Sleep effect. Big combos using a combination of **Light** and **Wind** rip through the boss's 13,000 Hit Points. The battle gets tough when the boss is low on Hit Points. It begins using a **Death Count** attack, which delivers a huge amount of neutral and Dark damage with a touch of Chrono. The real threat is that it can cause instant Death, too. Play healing items that resist the Death effect and be quick to revive anyone that's knocked out of the battle. The party is rewarded with a **Vishnu** and **Apple Pie (Full)**. They also receive **Presto** (Special Attack VIII for Lyude) before fleeing the ship.



## Jasper Gem

Check the bunk room just above the starting area to find a chest containing the **Jasper Gem**. It allows Lyude to reach Class Level 6 once he's able to visit the church.



## A NANNY'S DIARY

Talk to the servant in Duke Calbren's Manor, then leave. Come back inside and talk to the servant again. The rowdy kids need certain objects to calm them down. Leave town and collect the following:



## Balancoire (page 56)

### HELPING OUT IN THE KITCHEN 2

Stop in Trill's family restaurant and speak to Trill's Mother behind the counter. They've run out of Sea Bream Fillets and



ask Kalas to get one for them. Run to Diadem and get a **Sea Bream Fillet Essence** from the warehouse in Nashira. Return to the restaurant and present the fillet to Trill's Mother. She rewards the party's hard work with a **Wizard Robe**.

Pow Milk: Cebalrai (Sadal Suud)

Roasted Bird: Moonguile Forest (Sadal Suud) / Parnasse (Mira) (Place a Dead Bluebird in the apple-shaped oven.)

Snow: The Ice Cliffs of Gomeisa (Wazn)

Picture Book: Imperial Fortress 2 (Alfard)

Give each of the kids the item they want and leave the manor. Return and talk to the servant once more to receive a **Firedrake Fist**.

## LET'S BEEF UP THE MUSEUM!

The museum curator in Duke Calbren's Manor is looking to add a few new exhibits. Talk to him, then leave the museum and re-enter. Four pedestals appear. Place objects on the pedestals to see if the curator thinks they're worthy of display. There are four particular objects he's looking for:

Adventure Novel: Gemma Village (Duhr)

Golden Pick Axe: Detourne (Mira)

Thunderfish Bone: The Lesser Celestial River (Diadem)

Delinquency Stone: Zosma (Duhr)

Collect the four items and return them to the museum. The curator rewards the party with a **Broken Birdie** (armor for Mizuti).

## Duke Calbren's Manor (page 57)

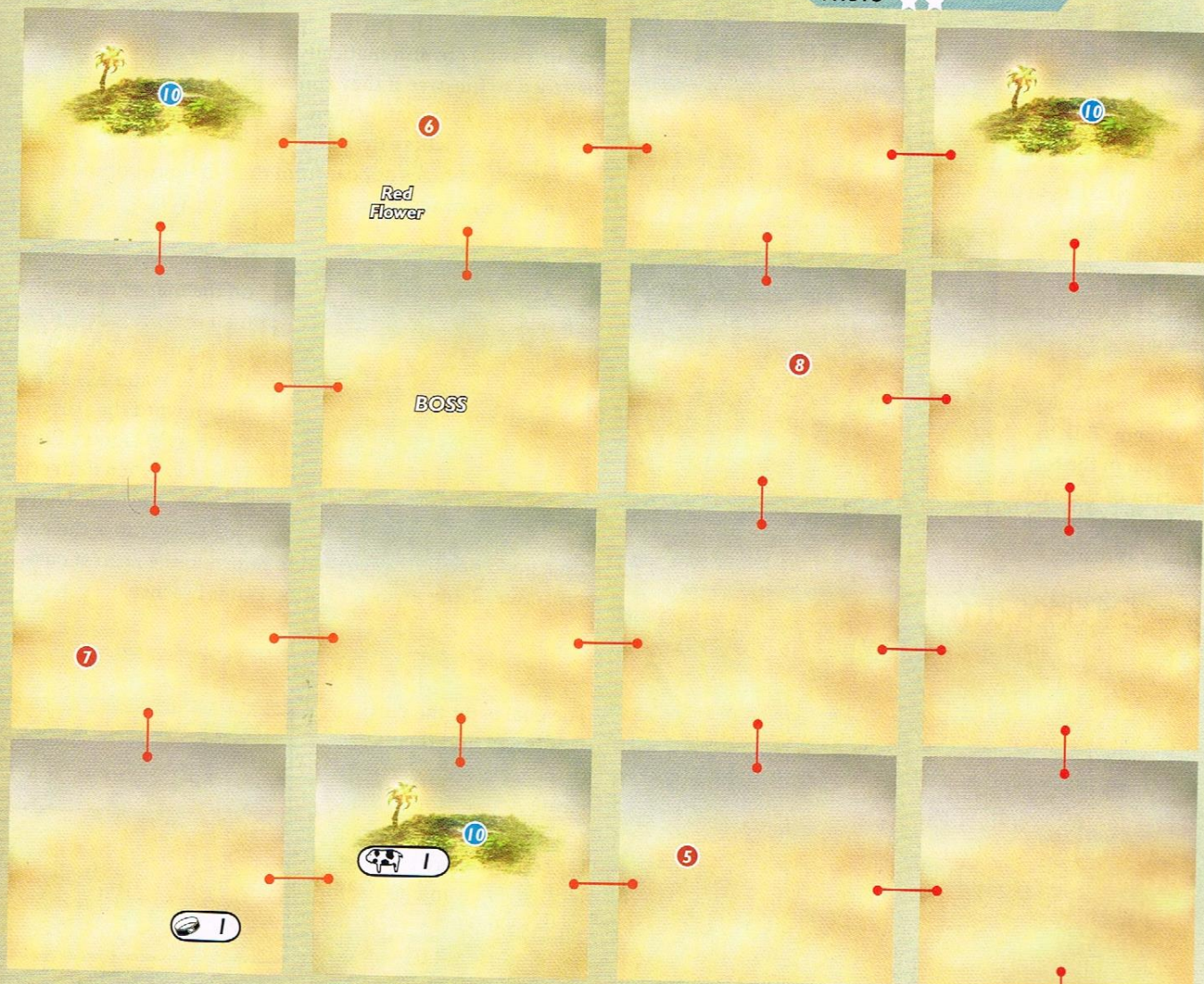
### WAZN ANIMAL QUEST

Enter the manor and climb down the ladder in the museum. Jump into the water and inspect the creatures to claim a **Hograt**. Stay in the water and walk out of the tunnel through an invisible exit in the bottom left corner. The party appears in the canal that runs through town. Inspect the animal in the water to collect a **Pollywhale**.



# Alfard Empire. Nihal Desert

PHOTO ★★



## Magnus

1. Skull Barrette	page 139
2. Rooster	page 156
3. Dragon Plum Bud	page 135
4. Centaurus Constellation Fragment	page 136
5. Red Impulse	page 123
6. Galeos Fangs	page 124
7. Chaos Mail	page 128
8. Holy Armor	page 128
9. Stoked Flame Essence	page 143
10. Pristine Water Essence	page 143

## Wazn Animal Quest

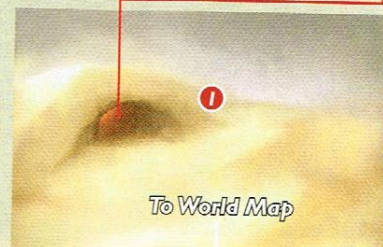
1. Olifant	page 109
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## Quzman Genealogy Quest

1. Zuhr	page 109
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## Shop

Magnus	Cost	Qty	Page
Shish Kebab (L)	250	2	139
Deluxe Shish Kebab	1000	1	139
Wheat Crackers	300	2	140
Fruity Gelatin	200	1	140
Chestnut Truffle	100	1	140
Shampoo	1500	1	152
Salted Sweetfish	7500	1	157
Eel	8500	1	150
Squid	2500	1	147
Skipjack	10,000	1	150
Shrimp	13,500	1	150
Young Wasabi Root	7100	1	147
Deluxe Pastry	10,000	1	139





## LOCAL BESTIARY



**Laramooga (page 168)**

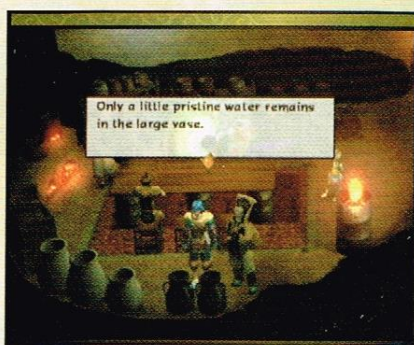


PHOTO

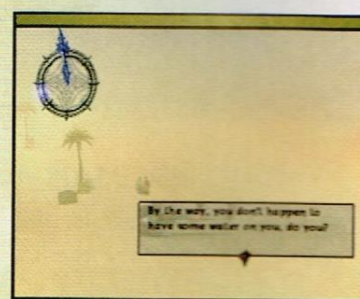
HP	WATER	+20	FIRE	-20	DARK	-80
1510	LIGHT	+80	WIND	0	CHRONO	0

## CROSSING THE DESERT

Investigate the jars in the bottom left corner of the cave. They contain Pristine Water, which is essential for crossing the desert safely. Trap as many Pristine Water Essences as possible, or at least five of them. Talk to the person in the top left corner of the cave near the ladder when the party is ready.



The desert is comprised of sixteen screens in a 4x4 pattern. A Pristine Water Essence is consumed every time the party changes screens. The party collapses and are automatically returned to the cave if they run out of water. Fortunately there are three oases where the party can restock. Mirages appear from time to time, but the oases on the map are always present.



The four Magnus callouts on the maps are actually men that are stuck in the sandstorm. Bring them a Pristine Water Essence and they reward the party with the listed Magnus. Plan carefully when delivering water to the men. Don't run out just because the party

did a good deed. Always plan to return to the nearest oasis and refill after giving away a Pristine Water Essence.

## A Hot Time

It should be no surprise that Water is a powerful element in the desert. The enemies cause Fire and Dark damage and are weak versus Water and Light elements. Take Gibari and Xelha along this time. Savyna is the best choice for the third spot, since she's a required part of the boss fight. By now she should have plenty of Water Magnus available. The enemies in this area also have an instant Death attack, so take along items that restore defeated allies and equip Magnus that defend against Death. This setup also works against the boss in this area, but equip Magnus that protect against Paralysis before challenging the boss.

The goal is for the party to eventually find their way to the top left corner and locate Azdar. Stop at the red flower before entering the screen where the boss is located. Save and adjust for the boss fight.



## Sowzana

page 174

WATER	+80	FIRE	-80	DARK	0
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HP **12,000**

PHOTO ★★

LIGHT	0	WIND	0	CHRONO	0
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The boss has a nasty attack called Hyper Wicked Light that causes a huge amount of neutral and Fire damage with a side of Dark. The attack can hit for almost 2000 points of damage and has a Paralysis effect. Its normal attacks cause a lesser amount of neutral and Fire damage, so defend every attack with plenty of Water and neutral Magnus.

Water combos are essential for winning this battle. Two of the three characters should already be at Class Level 6. A few nine Magnus Water combos can quickly bring this boss to its giant knees. Look for a **Hellblood's Hammer** (Special Attack VIII for Savyna) and **Green Light** after the battle. The party also receives the **Phoenix Crest** after a cinema.





## DRAGON PLUM BUD

Look for the **Dragon Plum Bud** within the cave. It's used to raise Savyna's Class Level to 6.

## WAZN ANIMAL QUEST



There are some strange animals roaming around the southern oasis. Inspect them to gather an **Olifant** for the woman in Wazn.

## ZUHR

Look for a woman in the bottom left corner of the desert. Present her with **Pristine Water** to revive her, then show her the **Family Tree**. She's more than happy to get out of the sand and back to **Sadal Suud**.

## CENTAURUS CONSTELLATION FRAGMENT

Check the cave to find the **Centaurus Constellation Fragment**. It is hidden above the table in the small room on the left.

# Duhr

PHOTO ★

### Magnus

1B. Tradescantia Petals	page 135
3B. Aquila Constellation Fragment	page 136
3B. Skull Birdie	page 139
1F. Weak Flame Essence	page 143
1B. Delinquency Stone Essence	page 144

## Zosma

### LOCAL BESTIARY

	<b>Breacher (page 166)</b>	★★★	PHOTO
HP 1600	WATER +75	FIRE -75	DARK 0
	LIGHT 0	WIND 0	CHRONO 0

	<b>Mysterious Shellfish (page 169)</b>	★★★★★	PHOTO
HP 550	WATER -20	FIRE -20	DARK -20
	LIGHT -20	WIND -20	CHRONO -20

	<b>Gul-Bar-Mool (page 168)</b>	★★★	PHOTO
HP 1150	WATER -50	FIRE +50	DARK -30
	LIGHT +30	WIND 0	CHRONO 0

## ZOSMA'S BASEMENT

A boy at Duhr Port rushes up to Mizuti as soon as the party lands in Duhr. Kee and the Great Kamroh have gone into Zosma to try to restore the Ring of Stars for Mizuti. Someone must save them. Race to the tower to find a new passage has



opened on the first floor, which leads into the Zosma's bowels. The tower hasn't changed much. Use the **Weak Flame Essence** to light lamps on each floor and solve the puzzles. The puzzles are harder this time around and require more thought, but the basic mechanics are the same.

### Basement 1

Push the high red block sitting next to the lamp to the right so that it runs into the second high block and knocks it into the hole in the right wall. Cross over to the remaining high red block and push it into the back wall. Go back to the lamp and push the red block next to it to the right when the yellow block is lined up with it. Walk over to the three red blocks and push the bottom right block into the right wall. Push the top right red block into the back wall, and then the left red block into the back wall. Don't forget about the chest that appears on the back wall. It contains the **Tradescantia Petals**, which allow Mizuti to reach Class Level 6.

### Basement 2

Light the lamp next to the elevator. Ride the yellow block down one level and step off to the left side. Push the red block to the end so that it creates a step up to the level above. Return to the yellow block and ride up to the platform on the back wall. Come back down to the level with the red block by climbing down the block, then push the red block into green hole in the back corner. Cross to the platform on the right wall at the same level and push the two blue blocks into the wall. Ride the elevator back up to the high platform on the right. Push the red block off the edge. Go down one level and get behind the red block by going into the wall where the blue blocks were. Push the red block down and left so it falls to the floor below. Scoot the red block across the floor to the second green hole.



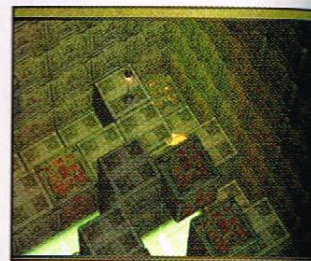
### Basement 3

Push the red block on the floor down and right two spaces to create a staircase up the right wall. Climb up and defeat the Gul-Bar-Mool sitting on the ledge. Go back down to the floor and push the red block up and left three spaces and then down and left two spaces to create a second staircase. Climb up to very top and drop down behind the red block on the right wall. Push it into the green hole at the end of the platform. Backtrack to the ground and push the red block on the floor up and right three spaces. Climb up to the ledge behind the high red block and push it into the green hole in the left corner. Return to the floor and push the final red block into the top corner.



### Basement 4

Light the lamp and climb onto the ledge next to the red block on the left end of the top row. Shove the block to the right. Cross the red block and shove the second block on the top row over one spot and down into the green hole that's down and to the right. Return to the first red block and shove it into the green hole next to it. Cross the pit and push the red block on the right side to the left. Push the second red block left one space and then up to the green hole above it. Finish the puzzle by pushing the last red block into the green hole next to it.



## Wizard Shadow

This boss is exactly like Xelha's trial in Wazn. Mizuti must choose the card that matches the one the boss is holding up. Mizuti is injured each time the incorrect card is picked. Guess correctly four times to end the battle. After the battle the party receives a **Wizard Robe**, **Fire Burst Lv 6**, and **Cream Puff**, then **Alias Fall** (Special Attack VIII for Mizuti) before leaving the tower.



### AGUILA

The **Aguila Constellation Fragment** is on the third basement floor. It's accessible once the room's puzzle has been solved.



## Wazn

### Kaffal jidhma (page 79)

#### WAZN ANIMAL QUEST

It's time to cash in on all of the animals. By now the party should have every last animal available.

Return them to the woman in Wazn.



She gives the party an **Endeavoring Woman Magnus** and a **Pegasus Anklet** (armor for Xelha).

#### Animal Noises

It gets pretty noisy with so many animals in one room. Just for fun, try speaking to them to hear the specific sound each animal makes.



## Cursa (page 79)

### IT'S NOT ME, IT'S THE SKATES!

An ice skater is having a hard time staying on her feet. Go to Duhr and collect some **Rubber Mud** from Capella. Return it to the skater to earn a **Light Flare** Lv 4.



## MAKING ICE SCULPTURES

Return to Cursa and stop to see the ice sculptor. He asks if he can make an ice statue of Xelha. Leave Wazn completely, then pay the sculptor another visit. The statue is done and on display in the window. Talk to him a second time and he asks about creating a statue of Kalas. Agree and a Kalas statue is made. Turn him down and a statue of Mizuti is made instead. Leave the island and come back to see the finished product. These statues cannot be taken from the shop and there's no other reward involved.



## Celestial Alps (page 96)

### Quzman's Genealogy Quest

Revisit the Celestial Alps and look for two women near the start. Talk to the lower woman first and relay her message to the one above. Return to the first woman and she asks to be pushed to her mother. Literally push her along the path until the two women are together. Show them both the Family tree to learn they're Al-rumi and Al-khatib. They return to the city once they've caught their breath.

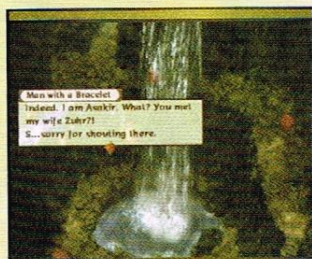


### Forced Out

Pay a second visit to the cabin before leaving. There are many treasures left untouched from the previous visit since the party automatically left the Celestial Alps after the boss.

### QUZMAN'S GENEALOGY QUEST WRAP-UP

Return to Sadal Suud to find more relatives. Visit Nunki Valley and speak to the man under the waterfall. His name is Asakir. He returns to the home if Zuhr, the woman in Nihal Desert, has been saved. Go back to Quzman's home and speak to Tumart three times and he signs Kemal's name. Also stop and speak to Asakir in the house. He signs Maja's name.



Stop at Parnasse in Mira. Remember Nubata? He wouldn't go unless he was given something tasty. Take a Dead Bluebird Essence to Parnasse and place it in the apple-shaped oven in the first home on the right. It becomes a **Roasted Bird**. Give the Roasted Bird to Nubata.

Everyone should be back at the home except for one person, Rabbih. Show the Family Tree to Quzman, then go to Duhr and visit Zosma. Collect a **Delinquency Stone** from the first basement floor, then climb to the fourth floor and give it to Rabbih. Return to Quzman for the final reward.

### THE FINAL FRAGMENT

Return to the church and talk to the Keeper of the Star Map. Turn in any Constellation Fragments that are still in the party's inventory. Only one fragment should be missing from the map. Talk to the man again and ask for "info on the fragments" twice and tell him you want to complete the map and that he "deserves it." He finally hands over **Constellation Fragment Cetus**. Give Cetus back to him to finish the map and receive the ultimate reward: **The Fool**.



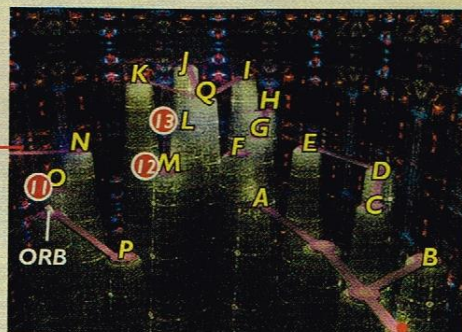
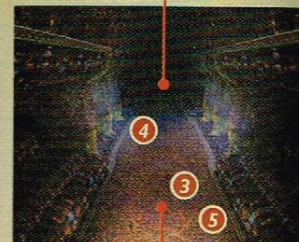
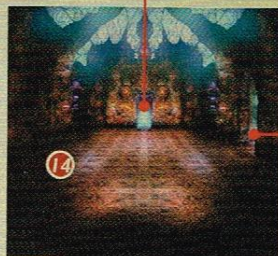
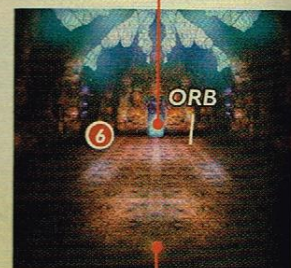
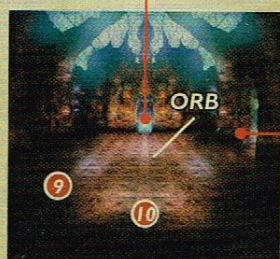
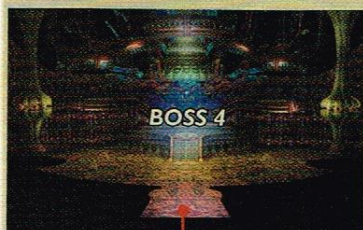
Return to Anuenue once you're satisfied with everything. Make sure everyone is Class Level 6. Complete any remaining quests. Level up a bit if you like. Do whatever you want to do now before going back to Anuenue. The final battle is set to begin.



# Cor Hydrae

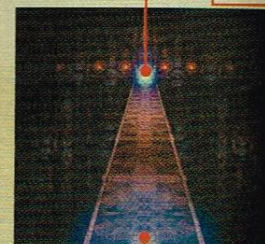
## Cor Hydrae Castle

PHOTO

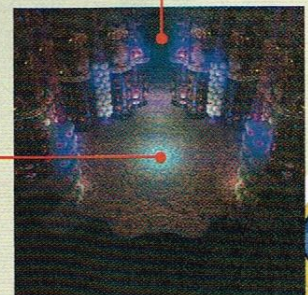
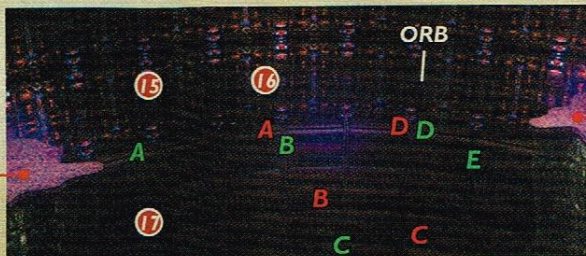
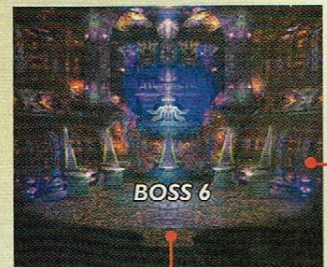
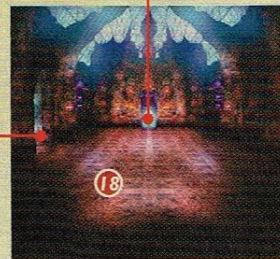


### Magnus

1. Chronos Blow 6	page 125
2. Fire Burst Lv 6	page 125
3. Shield of Hope	page 131
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## LOCAL BESTIARY



Wolgarb (page 171)

★★★

PHOTO

HP	2350	WATER	0	FIRE	0	DARK	-30
		LIGHT	+30	WIND	0	CHRONO	0



Vorleg (page 170)

★★★

PHOTO

HP	2100	WATER	+30	FIRE	-30	DARK	-30
		LIGHT	+30	WIND	0	CHRONO	0



Apollion (page 165)

★★★

PHOTO

HP	2700	WATER	0	FIRE	0	DARK	-30
		LIGHT	+30	WIND	0	CHRONO	0



Diabolos (page 167)

★★★

PHOTO

HP	2000	WATER	-30	FIRE	+30	DARK	-50
		LIGHT	+50	WIND	-20	CHRONO	+20



Demonic Hands (page 167)

★★★

PHOTO

HP	1900	WATER	0	FIRE	0	DARK	-50
		LIGHT	+50	WIND	+20	CHRONO	-20

## Set for Battle

Return to Anuenue when the party is ready to invade Cor Hydrae. Enter Corellia's Palace and speak to the Queen. The party spends one night reflecting on their journey. Return to the Queen's court and gather with the others when morning comes.



## Change can be Good

The monsters that roam the halls have a predominant weakness to Light Magnus. That makes Lyude, Kalas, and Xelha or Mizuti a solid party. However, the party's Decks are going to change often between the different boss battles. Decide for yourself if you want to change the Decks each time, or fight with whatever was used against the last boss. Change the Decks if the battles are difficult. If not, go with what's on hand after each boss.

## The First Boss

Enter the hall in the middle of the hub. Diabolos swarm at the far end. There's no way to avoid them. Fight through and they gather behind the party, which clears the path to the boss. Look for a glowing orb on the right side of the room before the boss. Inspect it to make the orb disappear. As it vanishes, it forces the creation of chest 10 elsewhere in the level. Stop before the glowing door in the back and prepare for the boss.



This boss is vulnerable to Dark Magnus, so take Lyude, Kalas, and Xelha or Mizuti into battle. Equip them with Decks that feature Dark offensive and defensive Magnus. It also causes Sleep, so consider adding an item or two that helps to prevent the negative status. The Decks can be rounded off with Magnus that compliment each other, like Fire and Wind, or Water and Chronos.

## Sibling God: He page 174

WATER 0 FIRE 0 DARK +100

HP 14,000

LIGHT -100 WIND 0 CHRONO 0

PHOTO ★

Attack the boss with long Light combos. Each of the characters is now capable of nine Magnus combos. Two or three of them in a row wins the battle. Focus on creating such combos even if they must be shortened. Pass up the opportunity to add an attack if it ruins a combo; the extra bit of damage is unlikely to outweigh the combo bonus. The party is rewarded with a **Wheel of Light** (Special Attack IX for Xelha) for defeating the first Sibling God.





## The Second Boss

Return to the hub and use the blue flower to level up and save. Enter the hall to the left of the blue flower. Squeeze past the Demonic Hands that roam the narrow hall. Look for another glowing orb in the room before the boss. Make it vanish and a red transporter appears in another section of Cor Hydrae. Prepare for the boss before entering the door in the back wall.



The second Sibling God causes Chrono and neutral damage and is vulnerable to Wind. Gibari, Kalas, and Xelha or Mizuti make the best party. Fill their Decks with Wind offensive and defensive Magnus. Round off the Decks with complimentary elements such as Light and Fire or Water and Dark. The boss can cause Paralysis, so it doesn't hurt to have a few Magnus that eliminate the negative status.

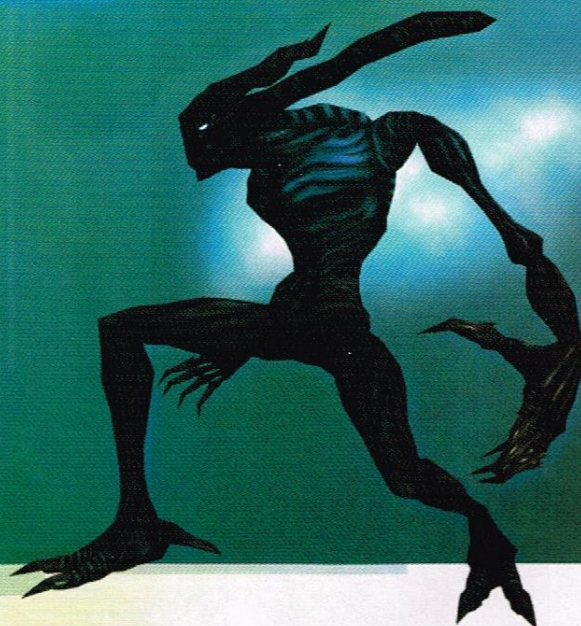
### Sibling God: Che page 174

WATER 0 FIRE 0 DARK 0

HP 14,000  
PHOTO ★

LIGHT 0 WIND +100 CHRONO -100

Attack the boss with long Wind combos. Defend with an equal number of Wind and neutral defensive Magnus. Help out anyone that's Paralyzed by the enemy's Spark of Time attack. The victim is likely to be immobile for several turns and unable to defend. Heal the person right away to avoid any surprises and losing a character in the middle of the fight. The party receives the **Ultimate Geyser** (Special Attack IX for Gibari) after the Sibling God is defeated.



## The Third Boss

Return to the hub and stop in the church to level up and save. Enter the hall in the top right corner. Look for a glowing orb in the first half of the hall. Make it vanish and a ledge rises elsewhere in the castle. Enter the next room and prepare for battle.



The third Sibling God is a Fire user. It has a weakness versus Water Magnus. Gibari, Savyna, and Xelha or Mizuti are a solid choice for this fight. Stack the Decks with Water offensive and defensive Magnus. Round them off with complementary elements such as Light and Wind, or Chrono and Dark.



### Sibling God: Ar

page 174

WATER +100 FIRE -100 DARK 0

HP 14,000  
PHOTO ★

LIGHT 0 WIND 0 CHRONO 0

Slam the boss with powerful Water combos to put out its Fire. Defend with an equal amount of Water and neutral Magnus. This should be a very quick battle if Savyna has collected a large number of Frozen Souls, which are dropped within Cor Hydrae. She's capable of causing more than 10,000 points of damage in one round with a Sunrise or Sunset Straight. The party's efforts are rewarded with the **Deadly Heat Scythe** (Special Attack IX for Savyna).



## The Fourth Boss

Return to the hub and stop at the blue flower to save and level up. Enter the hall on the bottom left. The path to the next boss is comprised of a maze of transporters. The map represents each transporter with a letter callout. The steps below list the transporters by these letters and tell which transporter to enter next. Follow these steps carefully to cross the room and collect all of the available Magnus. There are many times where the party enters the transporter they just exited, so pay close attention:

1. A to G to J—allows the party to reach chest 13
2. L to F to D to Q—takes the party to chest 11, which contains the **Lord of the Wind** (Special Attack IX for Kalas)
3. O—activate the glowing orb at the end of the walkway to make chest 8 appear

4. P—leads to chest 12

5. M to A to G to K—leads to the exit on the left side of the room



Prepare for battle before entering the glowing door at the back of the room. The next boss uses Water elements and has a weakness versus Fire. Savyna, Kalas, and Xelha or Mizuti should go into battle this time. Place as many Fire offensive and defensive Magnus in their Decks as possible. Round off the Decks with complimentary elements like Light and Chrono or Wind and Dark.

### Sibling God: Bo

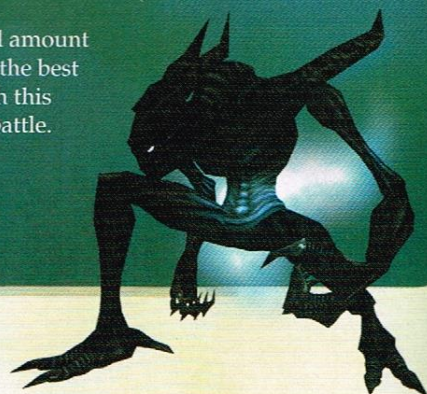
page 174

WATER -100 FIRE +100 DARK 0

HP 14,000  
PHOTO ★

LIGHT 0 WIND 0 CHRONO 0

Fry the boss with long Fire Magnus chains to end this battle quickly. Play an equal amount of Fire and neutral Magnus when defending its attacks. Savyna is still likely to be the best damage dealer. The Efreeti Glitters that are found in the castle absolutely demolish this Sibling God. The party is given the **Finale** (Special Attack IX for Lyude) after the battle.





## The Fifth Boss

Return to the hub once more and take a moment to save and level up at the church. Enter the bottom right hallway. The path ahead is comprised of nine elevators. Each one is controlled by a red or green pillar. Inspect the pillar to make the section rise or lower. The player has no direct control over which direction each platform goes. Each platform has a high position and a low position. The pillars have been individually labeled on the map. Follow the instructions carefully to cross the area and collect the available Magnus:



Stop in the room past the puzzle and prepare for the last of the Sibling Gods. This boss uses Wind Magnus and has a weakness versus Chrono. Since Chrono Magnus are fairly hard to find, there isn't a perfect party. Try Gibari, Kalas, and

Xelha. Kalas and Xelha at least have Chrono Special Attacks and should have a decent selection of offensive Chrono Magnus. Fill empty spots with complimentary Magnus. Don't be afraid to stack the Decks to each character's strength. All that really matters is that the characters aren't relying on Wind Magnus. Consider using Savyna instead of Gibari if he doesn't have access to a handful of Chrono Magnus. Her Fire and Water Magnus are hard to beat when it comes to pure damage.

1. **A**—Allows the party to reach chest 15
2. **A**—Takes the party to chest 16
3. **B** to **B** to **E** to **C** to **D** to **D**—Leads to the glowing orb, which creates chest 5
4. **D** to **D** to **C** to **E** to **B** to **C**—Allows the party to reach chest 17 and the exit on the right

### Sibling God: *Ce* page 174

WATER 0 FIRE 0 DARK 0

HP 14,000  
PHOTO ★

LIGHT 0 WIND -100 CHRONO +100

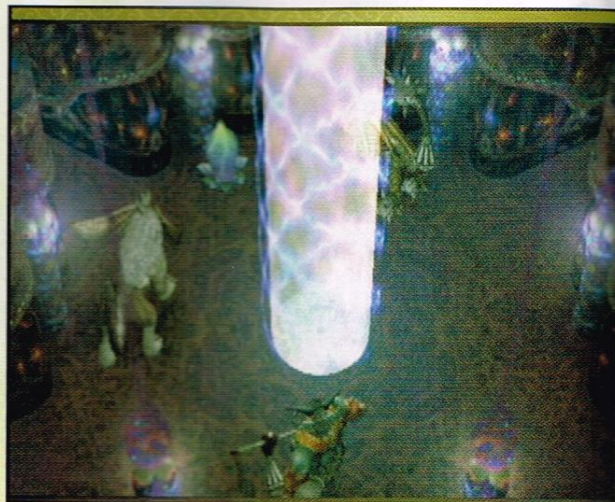
Pound the boss with Chronos combos, or the party's best offensive Magnus. Watch the Spirit Numbers carefully and create combos of any size to counter the potential lack of Chrono Magnus. Remember that straights provide much larger bonuses than pairs. The party receives the Planet Soul (Special Attack IX for Mizuti) after the battle.





## The Sixth Boss

Return to the hub, save, and level up. The seal has been broken. Step into the beam of light to be transported deeper into Cor Hydrae. Run up the hall and prepare for the next battle before leaving the second screen. Light and Wind are the key elements in the next fight. Kalas and Xelha or Mizuti should certainly be in the party. The final spot can be given to any of the remaining three. Lyude's Magnus are more likely to get the 50% Light bonus, but Gibari can take advantage of the 20% Wind bonus and still has a few Light Magnus available to him. Savyna doesn't get the bonuses, but her raw power makes up for the lack of a bonus. Fill the Decks with neutral and Light defensive Magnus to counter Malpercio's heavy neutral and Dark damage attacks. The boss causes some Chronos damage too, but in insignificant amounts.



## Malpercio

page 173

WATER 0 FIRE 0 DARK -50

HP 16,000  
PHOTO ★★

LIGHT +50 WIND +20 CHRONO -20

This battle is just like the last battle with Malpercio, except that it has more Hit Points this time around. It has the option of attacking with a powerful blast that causes heavy neutral and Dark damage with a dash of Chronos, or casting two negative statuses each turn. The status attacks aren't a big deal, but they may knock someone out of the battle for a few turns. When its Hit Points get low, it begins using a Soul Drain attack, which strikes a heavy Dark blow with some Chronos and neutral damage and steals Hit Points from the victim to heal the boss. Block the Dark damage with Light Magnus to limit the healing effect.

Take full advantage of the powerful Light Magnus in the Decks. Use the Spirit Numbers to carefully craft combos and deliver crippling damage. Every character can perform a Sunrise or Sunset Straight and knock out nearly half of the boss's health in a single shot. Heal anyone that's put to Sleep or otherwise made immobile. Don't let Malpercio knock them out of the battle while they can't defend.



## The Final Boss

Follow Malpercio to the right and up the stairs. Stop at the top and take a moment to prepare for the final battle. Use Camp Magnus to remove any lingering effects from the previous battle and to heal the battle party. Malpercio has lost the weakness versus Wind Magnus, but its weakness to Light is even more severe. Kalas is a must and should be paired with Xelha or Mizuti. Fill the final spot with anyone. Again, Lyude has

the greatest upside, but the other characters may be able to out damage him. It's your call. Defensively the battle has changed significantly. Drop all of the Light and Wind defensive Magnus in the Decks and stock up on neutral defensive Magnus. Ninety percent of the damage caused is neutral with trace amounts of Light and Dark depending on the attack used. It's also time to get rid of any cameras that remain in the Decks. They don't work in this battle, so they're just taking up valuable space.



**Malpercio**

page 173

WATER 0 FIRE 0 DARK -80

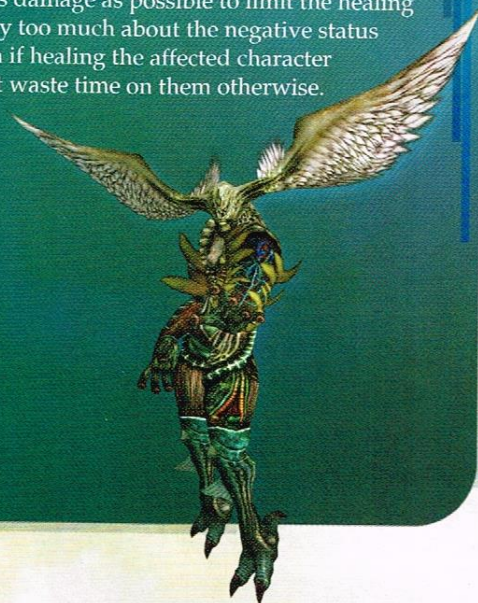
HP 20,000  
PHOTO

LIGHT +80 WIND 0 CHRONO 0

Malpercio's attacks have changed greatly. Its normal attack now causes a huge amount of neutral damage with a dash of Dark. It also has an Enchanted Blade attack that delivers devastating neutral damage and drains Hit Points from the victim to restore Malpercio's health. Its Dark Arrow may be the most devastating. It slams the victim with a truckload of neutral damage and a slight amount of Light, but what's really nasty is that it also cripples the victim with nearly every known negative status effect. If that isn't bad enough, Malpercio gets two attacks per turn. That means it can heal itself for nearly 4000 Hit Points each turn.

Combos are no longer optional. Blast Malpercio with strong Light combos and find a way to create a Sunrise or Sunset Straight. Use slightly smaller combos if the nine Magnus blast isn't available. Even a seven or eight Magnus straight packs an awesome punch. Defend heavily at the end of the battle. It's essential that the party block as much of the

Enchanted Blade's damage as possible to limit the healing effect. Don't worry too much about the negative status effects. Cure them if healing the affected character anyway, but don't waste time on them otherwise.



?????

page 174

WATER 0 FIRE 0 DARK 0

HP 15,000  
PHOTO

LIGHT 0 WIND 0 CHRONO 0

One battle remains. Only Kalas and Xelha are in the party when the enemy appears. Fight the boss normally and a Spirit Attack should appear when Kalas is attacking. Use it and the boss is defeated no matter how many Hit Points it has left.





# Magnus

Dragonfly	
RND 1-8	RND 1-8
ATK 128 (77)	DEF 82 (77)
EFF Sleep (10%)	EFF —
CMB 1	CMB 2

Smooth, razor-sharp, and relatively light, this weapon allows the wielder to zip around his enemies at lightning speed. Occasionally it knocks enemies into a deep slumber.

Buy —  
Sell 195

1. **Element:** This is the elemental basis for the Magnus. Some damage or healing may still occur if the attacking Magnus is more powerful than the defending Magnus.



2. **Users:** These are the characters that can use the Magnus. Magnus without an image, unless otherwise indicated, may be used by any character.

3. **Spirit Numbers:** Every Magnus can have between one and four Spirit Numbers, which are randomly assigned upon the card's creation. The numbers shown in these boxes represent the Magnus' potential Spirit Numbers. Even = 2, 4, 6 or 8. Odd = 1, 3, 5, or 7. RND 1-8 = any number between 1 and 8. RND 1-9 = any number between 1-9. — = a Spirit Number never appears in that corner.

Magnus	Page
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4. **Attack Stats:** These are the effects when the card is played during the character's offensive cycle. ATK = damage caused by the Magnus. When there are two numbers provided, the first number is total damage, while the number in parenthesis is the amount of damage that's elemental. EFF = any added effect from the attack such. CMB = when it can be used in a combo. Magnus with a CMB 2 or higher must follow a Magnus with a lower CMB number.

5. **Defense Stats:** This is the effect the Magnus has when it's used to defend against an enemy attack. DEF = damage blocked by the Magnus. Effect = any added effect from the block. CMB = when the Magnus can be played in a combo. Magnus with a CMB 2 or higher must follow a Magnus with a lower CMB number.

## Abbreviations used in the Magnus tables

Confu	Confusion
Frz	Freezing
Hdach	Headache
Para	Paralysis
Psn	Poison

Hermit's Creel	
ATK 30	DEF 7
EFF 36	EFF 0
AGL 42	AGL 0
CMB 1	CMB 0

Usable by Gibari. Imbued with the powers of a dark spirit, this creel offers little in terms of protection, but makes up for this shortcoming by providing a boost to the wearer's agility.

Buy —  
Sell 158

6. **ATK:** The amount by which the character's Attack value is boosted while equipped with the Magnus.

DEF: The number of points added to the character's Defense value while the Magnus is equipped.

AGL: The value added to the character's Agility while the Magnus is worn.

7. **HP:** The percentage the character's Hit Points increase when the Magnus is equipped.

8. **Status Protection:** The numbers in this box represent the degree to which the Magnus guards against negative status effects when worn. The higher the number, the better the protection. A character is completely immune to status effects with a value of 100.

## Offensive Magnus

Swords	
KALAS	

Short Sword	
RND 1-8	RND 1-8
ATK 4	DEF 3
EFF —	EFF —
CMB 1	CMB 2

A straight sword, light and easy to handle. Its short blade offers accurate targeting, and is handy for close combat and quick attacks.

Buy —  
Sell 1

Saber	
Even	Odd
ATK 8	DEF 5
EFF —	EFF —
CMB 1	CMB 2

A straight blade with a knuckle-guard to protect the fist. Light, long, and easy to handle, this type of weapon is often used by knights on horseback.

Buy —  
Sell 1

Long Sword	
RND 1-8	RND 1-8
ATK 12	DEF 7
EFF —	EFF —
CMB 1	CMB 2

A long, sharp-edged blade with superior cutting, poking, and stabbing properties. This well-balanced sword is suited for both close combat and mounted attacks.

Buy 200  
Sell 2

Ice Dagger	
Odd	Even
ATK 23 (14)	DEF 16 (14)
EFF Freezing (3%)	EFF —
CMB 1	CMB 2

This dagger damages its target by releasing frigid air from its edge on impact, occasionally freezing its victims.

Buy —  
Sell 2

Flame Sword	
RND 1-8	RND 1-8
ATK 28 (17)	DEF 19 (17)
EFF Flames (10%)	EFF —
CMB 1	CMB 2

A mere Short Sword imbued with flames from a blacksmith's forge, a simple graze with this weapon can set the target ablaze, though the enchantment on the blade itself tends to be short-lived.

Buy 250  
Sell 2

Duel Sword	
Even	Odd
ATK 28	DEF 16
EFF —	EFF —
CMB 2	CMB 2

Also known as a Sword Breaker, this twin-forked blade is designed to catch and shatter enemy blades. Such weapons are said to grant supernatural strength to warriors heading into combat.

Buy 900  
Sell 9

Chaos Edge	
RND 1-8	RND 1-8
ATK 40 (24)	DEF 27 (24)
EFF Poison (12%)	EFF —
CMB 1	CMB 2

This sword's curved edge entices its bearer to seek out enemies and spill their blood. Those on the receiving end of this weapon have been known to be stricken with venom.

Buy —  
Sell 10

Ray of Truth	
Odd	Even
ATK 48 (29)	DEF 32 (29)
EFF —	EFF —
CMB 2	CMB 2

This blade is imbued with divine light, designed to strike down and purge the evils of this world. Though effective against the denizens of darkness, it is unwieldy and inadequate for quick attacks.

Buy 1200  
Sell 12

Dark Sword	
RND 1-8	RND 1-8
ATK 55 (33)	DEF 36 (33)
EFF Sleep (15%)	EFF —
CMB 1	CMB 2

The souls of victims claimed by this sword are doomed to wander in darkness. Their ghostly forms can be seen in the form of a pale, blue light emanating from the blade.

Buy 2600  
Sell 26

Marvelous Sword	
Even	Odd
ATK 50	DEF 29
EFF —	EFF —
CMB 1	CMB 2

This blade cuts as fiercely as it looks, one swing being enough to split the hardest rock. Made of a special metal with a golden hue, this weapon is in the prime of its popularity.

Buy 4000  
Sell 40

Silver Sword	
RND 1-8	RND 1-8
ATK 56	DEF 32
EFF —	EFF —
CMB 1	CMB 2

A steel blade coated with soft iron, this weapon's edge is designed to absorb the impact of enemy attacks. Lightweight, well-balanced, and ideal for hitting where it hurts.

Buy —  
Sell 56

Flametongue	
Odd	Even
ATK 78 (47)	DEF 51 (47)
EFF Flames (25%)	EFF —
CMB 1	CMB 2

The fierce fire trapped in this sword sparks a flame within the wielder's eyes. Many victims struck with this weapon are engulfed in its blaze and perish in its fiery clutches.

Buy —  
Sell 60

Crystal Edge	
RND 1-8	RND 1-8
ATK 85 (51)	DEF 56 (51)
EFF —	EFF —
CMB 2	CMB 2

The rise and fall of the "Divine Waters" can be seen in the wave-shaped edge of this crystalline sword. The mystical waters lost their life force ages ago, and have reverted to normal water.

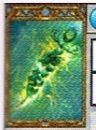
Buy —  
Sell 75

Gladius	
Even	Odd
ATK 74	DEF —
EFF —	EFF —
CMB 1	CMB —

A short sword with a razor-sharp edge and an easy-to-hold grip. This weapon is much more cumbersome than it looks, though, and is unfit for defensive use.

Buy —  
Sell 83






**Wind God Blade**

Odd	RND 1-8	ATK 100 (60)	DEF 65 (60)
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 95

Blessed with the power of a wind god, this blade can be swung at terrifying speeds, engulfing its target in the god's breath and tearing its spirit asunder.




**Death Pendulum**

Even	Odd	ATK 108 (65)	DEF 71 (65)
RND 1-8	—	EFF Death (1%)	EFF —
—	—	CMB 2	CMB 2

Buy 10000  
Sell 100

This blade enshrouds its victims in silence, wrought with suggestions of impending death. Those who fail to see through this illusion are doomed to an untimely demise.




**Cetaka's Sword**

Even	RND 1-8	ATK 92	DEF 52
RND 1-8	—	EFF Sleep (5%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 125

A sacred weapon believed to have been wielded by the oriental deity Cetaka, this blade rids the soul of lurking evils and earthly desires, lulling the victim into a deep slumber.




**Shadow Thruster**

Odd	Even	ATK 123 (74)	DEF 80 (74)
RND 1-8	—	EFF Poison (10%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 130

The blade of this weapon can only be seen by the wielder. Others can merely discern a ghostly outline of its shape, making it difficult to parry or avoid. Victims are occasionally struck with poison.




**Solar Saber**

RND 1-8	RND 1-8	ATK 133 (80)	DEF 87 (80)
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 150

Imbued with sunlight, the blue-white brilliance emanating from this weapon awes the enemy and breaks its morale. The power within the blade expires in an hour or so, leaving but a mundane saber.




**Blood Sword**

RND 1-8	Odd	ATK 140 (84)	DEF —
Even	—	EFF Poison (30%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 165

Enemies struck with this sword never shed blood, as the blade soaks up the spoils of its passing, occasionally leaving the victim poisoned. Its design prevents it from being used for defense.




**Dimension Blade**

RND 1-8	RND 1-8	ATK 148 (89)	DEF 96 (89)
RND 1-8	—	EFF —	EFF —
—	—	CMB 2	CMB 2

Buy —  
Sell 180

The shock waves unleashed with a mere swing of this weapon tear time and space asunder, leaving little need to connect with the target.




**Air Slash**

RND 1-8	Even	ATK 101 (93)	DEF 101 (893)
—	Odd	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 195

An almost weightless sword shaped like a feather. The sky-blue edge of this weapon creates a vacuum with every swing, inflicting severe lacerations on its target.




**Apocalypse Sword**

RND 1-8	Odd	ATK 132	DEF 74
Even	RND 1-8	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 223

The legendary Apocalypse Sword, symbol of an all-ending war. It is said to appear in this world when times are chaotic, and to bring victory to its wielder.




**Efreeti Saber**

RND 1-8	Even	ATK 173 (104)	DEF 112 (104)
Odd	RND 1-8	EFF Flames (75%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 257

This blade is totally engulfed in the flames of the Efreeti, elemental spirits of fire. Its blaze never dies once ignited, delivering a fiery end to those who dare defy the Efreeti.




**Aqua Truth**

RND 1-8	Odd	ATK 183 (110)	DEF 119 (110)
Even	RND 1-8	EFF Freezing (15%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 301

As calm as a quiet stream when drawn, as fierce as an ocean storm when swung. Much easier to handle than its broad blade would suggest, this sword occasionally freezes its target on contact.




**Kusanagi Blade**

RND 1-8	Even	ATK 190 (114)	DEF 123 (114)
Odd	RND 1-8	EFF Paralysis (15%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 365

Claimed by the legendary Yamato Takeru after slaying an eight-headed dragon. The dragon's curse occasionally paralyzes the weapon's target.




**Durandal**

RND 1-9	Odd	ATK 198 (119)	DEF 128 (119)
Even	RND 1-9	EFF —	EFF —
—	—	CMB 3	CMB 2

Buy —  
Sell 423

In addition to its outstanding offensive capabilities, this weapon's knuckle guard, shaped like an angel's wings, makes it a durable defensive weapon. It is unfit for quick parrying, though.




**Muramasa Blade**

RND 1-9	Even	ATK 208 (125)	DEF 135 (125)
Odd	RND 7-9	EFF Death (5%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 510

The gleam and razor-sharp edge of this blade have attracted great kings. This fearsome weapon has the potential of slaying an opponent with a single blow.




**Esperanza**

RND 1-9	Odd	ATK 215 (129)	DEF 139 (129)
Even	RND 7-9	EFF —	EFF —
—	—	CMB 2	CMB 2

Buy —  
Sell 628

Passed down among countless generations, Chronos himself is said to come to the aid of its wielder. His powers surround the blade to increase its might.



**Void Phantom**

RND 1-9	Even	ATK 225 (135)	DEF 145 (135)
Odd	9	EFF Confusion (10%)	EFF —
—	—	CMB 1	CMB 2


Buy —  
Sell 898

Those who oppose the wielder of this blade place their very existence in jeopardy. All traces of the victim will be scattered by the wind...



**Oars**

**GIBARI**




**Double Paddle**

—	RND 1-8	ATK 14	DEF 8
—	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 1

A double-headed oar used to propel boats. A special coating reinforces this weapon against enemy attacks.




**Mosquito**

—	Even	ATK 23 (14)	DEF 15 (14)
—	—	EFF Paralysis (3%)	EFF —
—	—	CMB 1	CMB 2

Buy 250  
Sell 2

Named after its shape and the buzzing sound created when swung at high speeds, this weapon is relatively light and easy to handle, occasionally paralyzing its target.




**Stream Blade**

—	RND 1-8	ATK 30 (18)	DEF 19 (18)
Odd	—	EFF Freezing (5%)	EFF —
—	—	CMB 1	CMB 2

Buy 520  
Sell 5

With a curved handle resembling the flow of a quiet, gentle stream, this oar is designed to provide precision control in rough waters, resulting in its ease of use as a weapon.




**Butterfly**

—	Odd	ATK 38 (23)	DEF 25 (23)
Even	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 13

Use fancy footwork while using this oar and weave in close to the enemy before striking. Adjustments have been made to the original design to enable its use as a weapon.




**Black Scepter**

—	RND 1-8	ATK 45 (27)	DEF 29 (27)
Even	—	EFF Poison (10%)	EFF —
—	—	CMB 1	CMB 2

Buy 2300  
Sell 23

Taken from a wicked boatman, this oar dooms its victims to an eternity of torment. Each swing is accompanied with the wailing and moaning of the dead. The occasional hit can poison its target.




**Wave Blade**

—	Even	ATK 53 (32)	DEF 34 (32)
Odd	—	EFF Freezing (7%)	EFF —
—	—	CMB 1	CMB 2

Buy 3000  
Sell 30

This oar is said to prevent seafarers from straying off course in perilous waters. The edge of the weapon ripples on impact, increasing damage dealt to the enemy.




**Heat Paddle**

—	RND 1-8	ATK 60 (36)	DEF 39 (36)
RND 1-8	—	EFF Flames (10%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 48

This oar is imbued with fire, a rarity among seafaring tools. It never loses its warmth, even when used in icy waters.

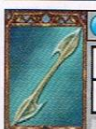


**Green Oak**

—	Odd	ATK 54	DEF 30
RND 1-8	—	EFF Paralysis (5%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 69

Colored a youthful green like spring leaves, this oar fills its wielder with vitality and soothes his soul. It occasionally paralyzes its target.




**Mayfly**

—	RND 1-8	ATK 78 (47)	DEF 50 (47)
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy 8500  
Sell 85

This weapon resembles a mayfly's wings, hence its name. When swung, it engulfs its target in a vacuum and smothers it.



**Second Hand**

—	Even	ATK 85 (51)	DEF 55 (51)
RND 1-8	—	EFF Confusion (10%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 88

Resembling the second hand on a clock, this weapon emits powerful magnetic waves that occasionally confuse its target.



**White Scepter**

Odd	RND 1-8	ATK 93 (56)	DEF 60 (56)
RND 1-8	—	EFF Cure Psn (50%)	EFF —
—	—	CMB 1	CMB 2

Buy 9200  
Sell 92

Blessed with the grace of angels, this weapon is light and easily wielded. It purges evil from its targets, yet also cures them of poison.

**Black Ash**

Even	Odd	ATK 103 (62)	DEF 66 (62)
RND 1-8	—	EFF Death (1%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 123

Imbued with the curse of Hades, god of the underworld, a single touch from this weapon devours the victim's life force, sometimes resulting in the immediate death of the subject.

**Red Oak**

Even	RND 1-8	ATK 88	DEF 49
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 156

Carefully carved from hundred-year old oak, a spirit of the earth is believed to reside in this oar.

**Wave Cutter**

Odd	Even	ATK 120 (72)	DEF 77 (72)
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy 17500  
Sell 175

The tremendous shock wave created by this oar could slice through a tidal wave like butter, and enemies just as easily.

**Dragonfly**

RND 1-8	RND 1-8	ATK 128 (77)	DEF 82 (77)
RND 1-8	—	EFF Sleep (10%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 195

Smooth, razor-sharp, and relatively light, this weapon allows the wielder to zip around his enemies at lightning speed. Occasionally it knocks enemies into a deep slumber.

**Crystal Wing**

RND 1-8	Odd	ATK 138 (83)	DEF 89 (83)
Even	—	EFF Freezing (20%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 220

The striking beauty of this weapon is said to have rendered Poseidon speechless. Victims are engulfed by particles of ice and occasionally frozen solid.

**White Ash**

RND 1-8	RND 1-8	ATK 145 (87)	DEF 93 (87)
RND 1-8	—	EFF Cure Psn (70%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 238

Blessings bestowed upon this oar allow it to easily purify the muddiest of rivers and turn putrid bogs into pleasant watering holes.

**Power Blade**

RND 1-8	Odd	ATK 124	DEF 68
Even	—	EFF Death (4%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 265

This weapon was crafted from the legendary Tree of Iron, which is said to be uncuttable by axe or saw. It's coated with a special dye, and occasionally slays its target in a single blow.

**Bloody Vortex**

RND 1-8	Even	ATK 165 (99)	DEF 106 (99)
Odd	—	EFF Paralysis (30%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 289

Though the tip of this oar is blunt, the vampiric essence within it draws a mist of blood from the victim, creating a maelstrom of crimson.

**Rainbow Ash**

RND 1-8	Odd	ATK 173 (104)	DEF 111 (104)
Even	—	EFF Cure Sleep (100%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 338

This weapon emanates the color of rainbows—truly a marvelous sight to behold. Though its offensive potential is devastating, one hit from this oar will awaken the target from the deepest of comas.

**Silver Ash**

RND 1-8	Even	ATK 146	DEF 80
Odd	—	EFF —	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 400

This oar was carved from a rare hardwood tree that grows once every millennium and is usually reserved for crafting sacred artifacts. It was created for the safety of travelers and fishermen.

**Spatula**

RND 1-9	Odd	ATK 193 (116)	DEF 124 (116)
Even	—	EFF Paralysis (30%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 489

Blessed by Chronos, a blow from this weapon is likely to confuse the target's biological clock and drastically reduce its defensive abilities.

**Mirage Blade**

RND 1-9	Even	ATK 203 (122)	DEF 130 (122)
Odd	—	EFF Confusion (30%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 560

Inflicts lightning-quick blows hardly perceivable and rarely avoidable by its targets. The transparent, flame-like mirage surrounding this weapon instills panic in its victims.

**Firefly**

RND 1-9	Odd	ATK 213 (128)	DEF 136 (128)
Even	—	EFF Flames (45%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 615

Light produced by fireflies was collected and refined, resulting in a mixture potent enough to ignite on contact with air. The blaze engulfing this weapon continues to burn even when dipped in water.

**Balgora's Paddle**

RND 1-9	Even	ATK 220 (132)	DEF 141 (132)
Odd	—	EFF Freezing (50%)	EFF —
—	—	CMB 1	CMB 2

Buy —  
Sell 876

The legendary Balgora is said to have used this oar. Simply touching its tip to the water propels the largest of ships forward. Only a true Skyfarer can wield this weapon properly.

**Sound Shock Gun**

LYUDE

**Krone Horn**

—	Odd	ATK 20	DEF —
Even	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 3

Light enough for easy handling, heavy enough for recoil control. Originally designed for civilian use, this weapon's stopping power is limited.

**Assault Trumpet**

—	RND 1-8	ATK 24	DEF —
Even	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 5

Designed for covert use by assassins, this weapon offers a trade-off of accurate targeting for reduced penetration, making it less effective against heavily armored targets.

**Shining Horn**

—	Even	ATK 38 (23)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 9

The design of this weapon makes it easy to aim, and what it lacks in firepower it makes up for with its purging capabilities.

**Shadow Cornet**

—	RND 1-8	ATK 45 (27)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy 1600  
Sell 16

Equipped with a suppressor to mask its sound, this weapon can remove unwanted company in silence.

**Snake Tuba**

—	Odd	ATK 42	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 22

This weapon was designed for battling dragons. Its sonic projectiles pursue the target with snake-like precision, piercing the scaly armor of dragons with ease.

**Magnum Cornet**

—	RND 1-8	ATK 50	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 45

Offering excellent accuracy and firepower in the harshest of conditions, and enhanced friend-or-foe identification, this weapon can be used in melee situations with little fear of friendly fire.

**Devil Eupho**

—	Even	ATK 70 (42)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 73

Merging negative energy with its sonic projectiles, this weapon strikes fear into the hearts of its victims. But it's much less effective against those who feed off dark energy.

**Brilliant Horn**

Odd	RND 1-8	ATK 80 (48)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy 8800  
Sell 88

This weapon gleams with a golden tint and emits the most enthralling of sounds. When used in battle, however, the bolts of light it fires make short work of evil entities.

**Indra Horn**

Even	Odd	ATK 70	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 93

This weapon throbs with the power of Indra, the merciless god of war. The slightest pull of its trigger causes energy to spurt forth explosively.

**Veda Cornet**

Even	RND 1-8	ATK 78	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 135

Rounds fired from this weapon burst into a buckshot pattern before hitting their target, pumping victims full of holes, and guaranteeing a painful death.

**Saxoflare**

Odd	Even	ATK 105 (63)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy 15800  
Sell 158

This weapon fires projectiles imbued with holy light at terrifying speeds, smiting any evil in its way. Only those pure of heart can resist such an attack.



**Asura Tuba**

RND 1-8	RND 1-8	ATK 115 (69)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Though the projectiles shot from this weapon are slow, the negative energy within bursts on impact, tearing through flesh and bone alike.

Buy —  
Sell 186

**Golden Bugle**

RND 1-8	Odd	ATK 100	DEF —
Even	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

This masterpiece sports a shimmering golden hue. As a weapon, it's devastating both in accuracy and firepower. Every shot will find its mark.

Buy —  
Sell 220

**Saxolauncher**

RND 1-8	RND 1-8	ATK 106	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

The weight of this weapon is designed to counter its fierce recoil. Prolonged use is a feat in itself.

Buy —  
Sell 246

**Glint Cornet**

RND 1-8	Odd	ATK 143 (86)	DEF —
Even	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

The sonic projectiles fired by this weapon find their mark as if a streak of light. Only the nimblest of opponents have a chance of evading this attack.

Buy —  
Sell 275

**Hades Horn**

RND 1-8	Even	ATK 153 (92)	DEF —
Odd	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

This weapon releases spirits of Hades in the form of sonic projectiles. The spirits then torment the victim, sometimes crushing a weak target.

Buy —  
Sell 305

**Varna Horn**

RND 1-8	Odd	ATK 130	DEF —
Even	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Veteran marksmen are said to bend its shots at will. Though potentially accurate, only the best of the best know how to put it to use.

Buy —  
Sell 332

**Agni Tuba**

RND 1-8	Even	ATK 138	DEF —
Odd	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

This weapon is based on a military design, enhanced to deal with the more powerful monsters. Its wide-bore muzzle allows the launching of large-caliber sonic projectiles.

Buy —  
Sell 386

**Ravana Pet**

RND 1-9	Odd	ATK 183 (110)	DEF —
Even	—	EFF —	EFF —
RND 1-9	—	CMB 1	CMB —

This weapon fires the essence of Ravana, king of a powerful race of beings feared by the gods themselves. Merely taking aim consumes the target's strength.

Buy —  
Sell 415

**Shining Trumpet**

RND 1-9	Even	ATK 193 (116)	DEF —
Odd	—	EFF —	EFF —
RND 7-9	—	CMB 1	CMB —

In a deep valley somewhere in the mountains, the clear, lyrical note of this trumpet was heard amidst the morning mists. Its mysterious owner is rumored to be a wise hermit living in seclusion.

Buy —  
Sell 497

**Brahma Eupho**

RND 1-9	Odd	ATK 162	DEF —
Even	—	EFF —	EFF —
RND 7-9	—	CMB 1	CMB —

Drawing from the wielder's aura, this weapon creates and delivers a high-explosive round that detonates on impact, blasting its victims.

Buy —  
Sell 586

**Vishnu**

RND 1-9	Even	ATK 170	DEF —
Odd	—	EFF —	EFF —
RND 9	—	CMB 1	CMB —

According to legend, when the world falls into chaos, the god Vishnu will appear incarnate to destroy the evils of the world and save its people. This weapon's name...its sheer might...could it be?

Buy —  
Sell 796

**Wrist Gloves**

**SAVYNA**



**Leather Gloves**

—	Odd	ATK 24	DEF —
Even	—	EFF —	EFF —
—	—	CMB 1	CMB —

Gloves made of patched animal skins, with quilted lining to protect the fists. Lightweight and easy to handle.

Buy —  
Sell 6

**Power Knuckles**

—	RND 1-8	ATK 28	DEF —
Even	—	EFF Paralysis 5%	EFF —
—	—	CMB 1	CMB —

These brass knuckles provide fists with the same level of protection as armor and shields.

Buy —  
Sell 8

**Battle Claws**

—	Even	ATK 34	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 1	CMB —

The size of these gloves can be adjusted freely for a snug fit around the user's hands. The razor-sharp fingertips are perfect for ripping and piercing.

Buy —  
Sell 12

**Flame Sphere**

—	RND 1-8	ATK 50 (30)	DEF —
RND 1-8	—	EFF Flames (15%)	EFF —
—	—	CMB 1	CMB —

These knuckles ignite the wearer's heart with a crimson red flame, boosting morale for victory. Targets will be scorched by hit after fiery hit, occasionally being engulfed in flames.

Buy 2400  
Sell 24

**Ice Knuckles**

—	Odd	ATK 60 (36)	DEF —
RND 1-8	—	EFF Freezing (6%)	EFF —
—	—	CMB 1	CMB —

These knuckles merge and compress the wearer's willpower with a frigid form of magic. This combined energy occasionally freezes the target on impact.

Buy —  
Sell 38

**Tekken (Iron Fists)**

—	RND 1-8	ATK 54	DEF 37
RND 1-8	—	EFF —	EFF —
—	—	CMB 1	CMB 1

Studded with rivets on the fist and the back of the hand, these gauntlets are as vicious on offense as they are robust on defense.

Buy 4800  
Sell 48

**Arm Bomber**

—	Even	ATK 75 (45)	DEF —
RND 1-8	—	EFF Flames (20%)	EFF —
—	—	CMB 1	CMB —

Specially designed explosive charges in the knuckles of these gloves will blow their target to kingdom come. Collateral damage? Don't ask...

Buy 6200  
Sell 62

**Crystal Nails**

Odd	RND 1-8	ATK 85 (51)	DEF —
RND 1-8	—	EFF Headache (25%)	EFF —
—	—	CMB 1	CMB —

The sharp nails on these gauntlets will tear apart whatever protection the opposition may have. The frantic clanging and shrieking sounds emitted by them strike victims with pounding headaches.

Buy —  
Sell 68

**Panther Claws**

Even	Odd	ATK 74	DEF —
RND 1-8	—	EFF Poison (35%)	EFF —
—	—	CMB 1	CMB —

Leather gloves with sharp, curved, claw-like attachments that allow the wearer to close in and pounce with feline grace, precision, and ferociousness.

Buy 7500  
Sell 75

**Wolf Fangs**

Even	RND 1-8	ATK 82	DEF —
RND 1-8	—	EFF Paralysis (15%)	EFF —
—	—	CMB 1	CMB —

The spikes on these knuckles were crafted after fangs of the legendary Sacred Wolf, known to be powerful and razor-sharp. Use them to attack with great speed and might.

Buy —  
Sell 101

**Aqua Impulse**

Odd	Even	ATK 113 (68)	DEF —
RND 1-8	—	EFF Cure Hdrache (50%)	EFF —
—	—	CMB 1	CMB —

These gauntlets are fitted with icy blades, their unorthodox shape making them awkward to wield. An added mystery is the blades' tendency to cure their targets of headaches.

Buy 13500  
Sell 135

**Inferno Fists**

RND 1-8	RND 1-8	ATK 120 (72)	DEF —
RND 1-8	—	EFF Flames (24%)	EFF —
—	—	CMB 1	CMB —

These gloves emit a powerful blast on impact, tearing up most enemies with the resulting shock wave. Surviving victims may still suffer from the flames smothering them.

Buy —  
Sell 156

**Metal Knuckles**

RND 1-8	Odd	ATK 104	DEF —
Even	—	EFF —	EFF —
—	—	CMB 1	CMB —

Crafted with a special alloy, these knuckles emit shock waves on impact which travel through the target, causing havoc all the way. Their mundane appearance lull opponents into lowering their guard.

Buy —  
Sell 178

**Freezing Nails**

RND 1-8	RND 1-8	ATK 140 (84)	DEF —
RND 1-8	—	EFF Freezing (25%)	EFF —
—	—	CMB 1	CMB —

Said to be worn by Snow Hags, these gauntlets chill their surroundings, tear their targets to bits, and disrupt the bloodflow of enemies.

Buy —  
Sell 196

**Red Impulse**

RND 1-8	Odd	ATK 150 (90)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 1	CMB —

The crimson tip of this bladed gauntlet is heated to an extreme temperature, causing an explosive shock wave with each blow. A mere scratch from this weapon causes severe burns, if not death.

Buy —  
Sell 223



**Dragon Claws**

RND	Even	ATK	128	DEF	—
1~8	—	EFF	Death (5%)	EFF	—
Odd	RND	CMB	1	CMB	—
1~8	—	—	—	—	—

Buy —  
Sell 265

Two dragon eyes embedded in these gauntlets allow the wearer to locate the target's weaknesses, and two protruding fangs deliver blows powerful enough to smash diamonds to bits.

**Galeos Fangs**

RND	Odd	ATK	170 (102)	DEF	—
1~8	—	EFF	Confusion (30%)	EFF	—
Even	RND	CMB	1	CMB	—
1~9	—	—	—	—	—

Buy —  
Sell 321

Attacks with this weapon are reminiscent of sharks claiming their prey, and will smash through the toughest of defenses. The rare few who survive such an attack are apt to be stricken with panic.

**Firedrake Fists**

RND	Even	ATK	180 (108)	DEF	—
1~8	—	EFF	Flames (75%)	EFF	—
Odd	RND	CMB	1	CMB	—
1~9	—	—	—	—	—

Buy —  
Sell 386

The leather used for these gloves was soaked in a firedrake elixir for 20 years. These are very rare, and likely to set their targets ablaze.

**Frozen Soul**

RND	Odd	ATK	190 (114)	DEF	—
1~9	—	EFF	Freezing (50%)	EFF	—
Even	RND	CMB	1	CMB	—
1~9	—	—	—	—	—

Buy —  
Sell 462

Restless, frozen souls of a thousand soldiers dwell within this weapon. The souls swarm around the target on a successful hit, ravaging its body from the inside out.

**Efreeti Glitter**

RND	Even	ATK	200 (120)	DEF	—
1~9	—	EFF	Flames (100%)	EFF	—
Odd	RND	CMB	1	CMB	—
7~9	—	—	—	—	—

Buy —  
Sell 578

Imbued with flames taken from the Efreeti, elemental spirits of fire, these gauntlets emit a tangible aura of power. The Efreeti's wrath unleashes devastating torrents of fire upon the opposition.

**Mermaid Nails**

RND	Odd	ATK	210 (126)	DEF	—
1~9	—	EFF	Confusion (70%)	EFF	—
Even	RND	CMB	1	CMB	—
7~9	—	—	—	—	—

Buy —  
Sell 710

The nails on these gauntlets were taken from dead mermaids, imbuing them with magical powers and allowing precise, devastating blows. Those who fall under their spell will be stricken with confusion.

**Phoenix Crest**

RND	Even	ATK	220 (132)	DEF	—
1~9	—	EFF	Death (20%)	EFF	—
Odd	9	CMB	1	CMB	—

Buy —  
Sell 835

These gauntlets flare up when the wearer is threatened. All will be consumed by the phoenix flames, robbing the victims of any sanity.

**Aqua Burst Lv 1**

RND	1~8	ATK	15 (10)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Offensive Water spell, Level 1.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 1**

RND	1~8	ATK	16 (11)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 230  
Sell 2

Offensive Light spell, Level 1.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 1**

RND	1~8	ATK	16 (11)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Offensive Darkness spell, Level 1.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 1**

RND	1~8	ATK	24 (15)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Offensive Time spell, Level 1.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 1**

RND	1~8	ATK	24 (15)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 260  
Sell 2

Offensive Wind spell, Level 1.  
Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Fire Burst Lv 2**

RND	1~8	ATK	30 (20)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 950  
Sell 9

Offensive Fire spell, Level 2.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.

**Aqua Burst Lv 2**

RND	1~8	ATK	30 (20)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 950  
Sell 9

Offensive Water spell, Level 2.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 2**

RND	1~8	ATK	36 (25)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 1050  
Sell 10

Offensive Light spell, Level 2.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 2**

RND	1~8	ATK	36 (25)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 1050  
Sell 10

Offensive Darkness spell, Level 2.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 2**

RND	1~8	ATK	42 (30)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 11

Offensive Time spell, Level 2.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 2**

RND	1~8	ATK	42 (30)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 11

Offensive Wind spell, Level 2.  
Manipulates the air around the target, creating vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Fire Burst Lv 3**

RND	1~8	ATK	56 (40)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 70

Offensive Fire spell, Level 3.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.

**Aqua Burst Lv 3**

RND	1~8	ATK	56 (40)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 7000  
Sell 70

Offensive Water spell, Level 3.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 3**

RND	1~8	ATK	64 (47)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 8000  
Sell 80

Offensive Light spell, Level 3.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 3**

RND	1~8	ATK	64 (47)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 8000  
Sell 80

Offensive Darkness spell, Level 3.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 3**

RND	1~8	ATK	73 (55)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 9000  
Sell 90

Offensive Time spell, Level 3.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 3**

RND	1~8	ATK	73 (55)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 9000  
Sell 90

Offensive Wind spell, Level 3.  
Manipulates the air around the target, creating vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Fire Burst Lv 4**

RND	1~8	ATK	93 (70)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 130

Offensive Fire spell, Level 4.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.

**Magic**

**XELHA AND MITZUTI**

**Fire Burst Lv 1**

RND	1~8	ATK	15 (10)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Offensive Fire spell, Level 1.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.



## Special Attacks

**Aqua Burst Lv 4**

RND 1-8	RND 1-8	ATK 93 (70)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy 13000  
Sell 130

Offensive Water spell, Level 4.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 4**

RND 1-8	RND 1-8	ATK 104 (80)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 150

Offensive Light spell, Level 4.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 4**

RND 1-8	RND 1-8	ATK 104 (80)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 150

Offensive Darkness spell, Level 4.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 4**

RND 1-8	RND 1-8	ATK 115 (90)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 170

Offensive Time spell, Level 4.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 4**

RND 1-8	RND 1-8	ATK 115 (90)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 170

Offensive Wind spell, Level 4.  
Manipulates the air around the target, creating vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Fire Burst Lv 5**

RND 1-8	RND 1-8	ATK 141 (110)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 450

Offensive Fire spell, Level 5.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.

**Aqua Burst Lv 5**

RND 1-8	RND 1-8	ATK 141 (110)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 450

Offensive Water spell, Level 5.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 5**

RND 1-8	RND 1-8	ATK 152 (120)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 500

Offensive Light spell, Level 5.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 5**

RND 1-8	RND 1-8	ATK 152 (120)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 500

Offensive Darkness spell, Level 5.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 5**

RND 1-8	RND 1-8	ATK 163 (130)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 550

Offensive Time spell, Level 5.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 5**

RND 1-8	RND 1-8	ATK 163 (130)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 550

Offensive Wind spell, Level 5.  
Manipulates the air around the target, creating vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Fire Burst Lv 6**

RND 1-9	RND 1-8	ATK 200 (160)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 650

Offensive Fire spell, Level 6.  
Engulfs the target in flames, doing both regular and Fire-based damage.  
Highly effective against Water-based creatures.

**Aqua Burst Lv 6**

RND 1-9	RND 1-8	ATK 200 (160)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 650

Offensive Water spell, Level 6.  
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.  
Highly effective against Fire-based creatures.

**Light Flare Lv 6**

RND 1-9	RND 1-8	ATK 211 (170)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 720

Offensive Light spell, Level 6.  
Engulfs the target in divine light, doing both regular and Light-based damage.  
Highly effective against Darkness-based creatures.

**Dark Flare Lv 6**

RND 1-9	RND 1-8	ATK 211 (170)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 720

Offensive Darkness spell, Level 6.  
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.  
Highly effective against Light-based creatures.

**Chronos Blow Lv 6**

RND 1-9	RND 1-8	ATK 222 (180)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 790

Offensive Time spell, Level 6.  
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.  
Highly effective against Wind-based and avian creatures.

**Wind Blow Lv 6**

RND 1-9	RND 1-8	ATK 222 (180)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 1	CMB —

Buy —  
Sell 790

Offensive Wind spell, Level 6.  
Manipulates the air around the target, creating vacuum and doing both regular and Wind-based damage.  
Highly effective against Time-based creatures.

**Blue Storm**

—	RND 1-8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 2	CMB —

Buy —  
Sell —

Wind-based finishing move mastered by Kalas. Releases a whirlwind from the tip of his sword, engulfing and slicing the enemy apart.

**Shadow Wings**

—	RND 1-8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Buy —  
Sell —

Darkness-based finishing move mastered by Kalas. Releases a wave of shadowy ravens that swarm and tear the enemy to shreds.

**Energy Wave**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Buy —  
Sell —

Wind-based finishing move mastered by Kalas. Shoots a wave of energy into the ground from the tip of his sword, which explodes around the enemy on impact.

**Flash Explosion**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Buy —  
Sell —

Fire-based finishing move mastered by Kalas. Focuses energy on his sword and ignites the resulting mass, engulfing the enemy in flames.

**Water Blade**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Buy —  
Sell —

Water-based finishing move mastered by Kalas. Creates a blade out of pure water, easily slicing through whatever protection the enemy may have.

**Dream Blade**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 4	CMB —

Buy —  
Sell —

Time-based finishing move mastered by Kalas. Invokes energy within the earth to create hundreds of phantom blades, sending them flying towards the enemy.

**Fangs of Light**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB 5	CMB —

Buy —  
Sell —

Light-based finishing move mastered by Kalas. Collects light, focusing it on his body and blade, and releases it to catch the enemy in a swirling column of light.

**Chaotic Illusion**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	—	EFF —	EFF —
RND 1-9	—	CMB 5	CMB —

Buy —  
Sell —

Time-based finishing move mastered by Kalas. Countless overlapping traces of his sword's path confuse the enemy and allow him to tear through its defenses.



**Lord of the Wind**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
		CMB 7	CMB —

Wind-based finishing move mastered by Kalas. A lightning-speed rushing attack which sends him flying through the air, sword first, as if he were a human bullet.

Buy —  
Sell —

**Dance of Light**

—	RND 1-8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 2	CMB —

Light-based arcane spell mastered by Xelha. Invokes a shower of purifying light from the heavens and brings it down on the enemy.

Buy —  
Sell —

**Sparkle of Life**

—	RND 1-8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based arcane spell mastered by Xelha. Invokes the forces of nature and focuses them on Meemai, who flies through the air and smashes into the enemy.

Buy —  
Sell —

**Soul Flash**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based arcane spell mastered by Xelha. Raises Meemai above her head as a focus for her energy, bombarding the enemy with explosive spheres of light.

Buy —  
Sell —

**Dancing Flames**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Fire-based arcane spell mastered by Xelha. Invokes the power of flame spirits present in the atmosphere, creating balls of fire which converge on the enemy before exploding.

Buy —  
Sell —

**Dark Embrace**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Darkness-based arcane spell mastered by Xelha. Summons spheres of darkness from another dimension and sends them to engulf the enemy and drink from its soul.

Buy —  
Sell —

**Whispering Wind**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMB 4	CMB —

Wind-based arcane spell mastered by Xelha. Summons the spirits of the wind in the form of countless white butterflies, which engulf the enemy and turn into revolving blades.

Buy —  
Sell —

**Bells of Fate**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-9	CMB 5	CMB —

Time-based arcane spell mastered by Xelha. Accelerates the flow of time around the enemy, causing rapid aging and depleting its energy.

Buy —  
Sell —

**Seal of Water**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF Death (100%)	EFF —
—	—	CMB 5	CMB —

Water-based arcane spell mastered by Xelha. Conjures droplets which turn into columns of water around the enemy, causing death by suffocation.

Buy —  
Sell —

**Wheel of Light**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
—	—	CMB 7	CMB —

Light-based arcane spell mastered by Xelha. Conjures numerous spheres of light and sends them smashing into the enemy.

Buy —  
Sell —

**Dragon Uppercut**

—	RND 1-8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 3	CMB —

Water-based finishing move mastered by Gibari. A fierce charging move powerful enough to awaken the dragon said to lurk within the subterranean waters.

Buy —  
Sell —

**Crystal Shot**

—	RND 1-8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Water-based finishing move mastered by Gibari. Creates a large block of ice, sending it square into the enemy with his paddle.

Buy —  
Sell —

**Explosive Paddle**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Fire-based finishing move mastered by Gibari. Leaps high into the air and launches his paddle at the enemy's feet, causing a fierce explosion on impact.

Buy —  
Sell —

**Smash Tackle**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Time-based finishing move mastered by Gibari. Rushes the enemy like a raging bull, the impact being powerful enough to send the target reeling.

Buy —  
Sell —

**Whirlwind Hit**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Darkness-based finishing move mastered by Gibari. Strikes full force with his paddle, sending the enemy spinning into oblivion.

Buy —  
Sell —

**Spiraling Gale**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMB 4	CMB —

Wind-based finishing move mastered by Gibari. Spins like a top before striking the enemy, turning the target into mincemeat regardless of its armor.

Buy —  
Sell —

**Pendulum Blast**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
RND 1-8	RND 1-9	CMB 5	CMB —

Light-based finishing move mastered by Gibari. Focusing energy on his own head, delivers a devastating head butt, sending targets into the next life.

Buy —  
Sell —

**Nemesis Fall**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
—	—	CMB 5	CMB —

Darkness-based finishing move mastered by Gibari. Leaps high into the air and smashes the ground with his paddle, sending rocks flying as he descends.

Buy —  
Sell —

**Ultimate Geyser**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
—	—	CMB 7	CMB —

Water-based finishing move mastered by Gibari. Catches the enemy in a deadly spiral, reminiscent of a geyser spurting fiercely from the earth.

Buy —  
Sell —

**Overture**

—	RND 1-8	ATK 45 (40)	DEF —
—	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based finishing move mastered by Lyude. Fires a continuous beam while shifting his weapon upwards, slicing the enemy vertically.

Buy —  
Sell —

**Concerto**

—	RND 1-8	ATK 70 (60)	DEF —
Even	—	EFF —	EFF —
—	—	CMB 3	CMB —

Light-based finishing move mastered by Lyude. Fires a series of shimmering spheres which curve around to strike enemies regardless of cover.

Buy —  
Sell —

**Sforzando**

—	RND 1-8	ATK 95 (80)	DEF —
Odd	—	EFF —	EFF —
—	—	CMB 3	CMB —

Darkness-based finishing move mastered by Lyude. He gives in to his rage, usually kept in check by rationale, repeatedly striking the enemy in blind fury.

Buy —  
Sell —

**Diminuendo**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to soar high in the sky, delivering a mighty dropkick to the bewildered enemy.

Buy —  
Sell —

**Intermezzo**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	—	EFF —	EFF —
—	—	CMB 4	CMB —

Light-based finishing move mastered by Lyude. Throws floating mines into the air which he promptly shoots, causing a barrage of explosions.

Buy —  
Sell —

**Crescendo**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMB 4	CMB —

Darkness-based finishing move mastered by Lyude. Lays suppressive fire on the enemy, following up with a series of powerful kicks to remove the opposition.

Buy —  
Sell —

**Rhapsody**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
RND 1-8	RND 1-9	CMB 5	CMB —

Light-based finishing move mastered by Lyude. Fires a special projectile which bursts into a holy symbol on impact, gathering light and severely damaging the enemy.

Buy —  
Sell —

**Presto**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
—	—	CMB 5	CMB —

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to land a painful dropkick on the enemy.

Buy —  
Sell —



**Finale**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
		CMB 7	CMB —

Light-based finishing move mastered by Lyude. Only available to master marksmen, an illusory weapon is summoned, firing sacred shells that smash up evil beyond recognition.

Buy —  
Sell —

**Burning Arrow**

RND 1-8	ATK 45 (40)	DEF —
EFF —	EFF —	EFF —
CMB 3	CMB —	CMB —

Fire-based finishing move mastered by Savyna. Casts a multitude of feathers into the air, which turn into flaming arrows peppering the enemy.

Buy —  
Sell —

**Erupting Flail**

RND 1-8	ATK 70 (60)	DEF —
Even	EFF —	EFF —
CMB 3	CMB —	CMB —

Fire-based finishing move mastered by Savyna. She ignites herself with a burning aura, delivering a flurry of blows that can easily smash through the hardest of rocks.

Buy —  
Sell —

**Splash Spear**

RND 1-8	ATK 95 (80)	DEF —
Odd	EFF —	EFF —
CMB 3	CMB —	CMB —

Water-based finishing move mastered by Savyna. Unleashes a whirlwind-like stream of water that pierces the enemy like a spear.

Buy —  
Sell —

**Freezing Axe**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	EFF —	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Water-based finishing move mastered by Savyna. Delivers a devastating axe kick, sending a crescent-shaped block of ice smashing into the enemy.

Buy —  
Sell —

**Vanish Grenade**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	EFF —	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Fire-based finishing move mastered by Savyna. Rushes the enemy with an explosive flying kick.

Buy —  
Sell —

**Hurricane Blade**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Water-based finishing move mastered by Savyna. Spins on one leg like a top, delivering a series of kicks to slice and dice the enemy.

Buy —  
Sell —

**Inferno Cannon**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
CMB 5	CMB —	CMB —	CMB —

Fire-based finishing move mastered by Savyna. Shoots a fireball from her hands which detonates on impact and burns the enemy to a crisp.

Buy —  
Sell —

**Hellblood's Hammer**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
CMB 5	CMB —	CMB —	CMB —

Water-based finishing move mastered by Savyna. Summons a watery juggernaut to shower the enemy with a flurry of punches, finishing off with a devastating shock wave.

Buy —  
Sell —

**Deadly Heat Scythe**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF —	EFF —
CMB 7	CMB —	CMB —	CMB —

Fire-based finishing move mastered by Savyna. She ignites herself with a crimson aura, delivering a mighty blow to the enemy.

Buy —  
Sell —

**Sorcerer's Chakram**

RND 1-8	ATK 45	DEF —
EFF —	EFF —	EFF —
CMB 3	CMB —	CMB —

Non-elemental arcane spell mastered by Mizuti. Controls a huge chakram in the air, delivering a series of razor-sharp attacks. Vicious. Painful.

Buy —  
Sell —

**Sorcerer's Breath**

RND 1-8	ATK 70	DEF —
Even	EFF —	EFF —
CMB 3	CMB —	CMB —

Non-elemental arcane spell mastered by Mizuti. Exhales putrid breath unbearable to an enemy with any sense of smell. Terrible. Horrifying. Stinky.

Buy —  
Sell —

**Sorcerer's Seal**

RND 1-8	ATK 95	DEF —
Odd	EFF —	EFF —
CMB 3	CMB —	CMB —

Non-elemental arcane spell mastered by Mizuti. Invokes the ancestral mask and sucks the essence from enemies, inflicting tremendous pain. Filling. Tastes like chicken.

Buy —  
Sell —

**Heaven's Pillar**

Even	RND 1-8	ATK 120 (100)	DEF —
RND 1-8	EFF —	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Time-based arcane spell mastered by Mizuti. Opens a gate to another dimension, summoning a group of pillars that smash into and smother the enemy. Heavy, Heavier, Heaviest.

Buy —  
Sell —

**Shadow Gate**

Odd	RND 1-8	ATK 145 (120)	DEF —
RND 1-8	EFF —	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Darkness-based arcane spell mastered by Mizuti. Mizuti's shadow is infused with magic, swallowing the enemy entirely. Hullo. Meet the evil twin.

Buy —  
Sell —

**Mega Flood**

RND 1-8	RND 1-8	ATK 172 (140)	DEF —
RND 1-8	RND 1-8	EFF —	EFF —
CMB 4	CMB —	CMB —	CMB —

Water-based arcane spell mastered by Mizuti. Focuses energy on the enemy, creating columns of water which merge to form a giant serpent. Big snake. Hissssss.

Buy —  
Sell —

**Prominence**

RND 1-8	RND 1-8	ATK 205 (160)	DEF —
RND 1-8	RND 1-9	EFF —	EFF —
CMB 5	CMB —	CMB —	CMB —

Fire-based arcane spell mastered by Mizuti. Encircles the enemy with fiery energy, which assumes the form of a flaming lion and devours the enemy. Big kitty. Roarrrrrr!!

Buy —  
Sell —

**Alias Fall**

RND 1-9	RND 1-8	ATK 235 (180)	DEF —
RND 1-9	RND 7-9	EFF —	EFF —
CMB 5	CMB —	CMB —	CMB —

Wind-based arcane spell mastered by Mizuti. Focuses the energy in the atmosphere to conjure a replica of the ancestral mask, sending it hurtling to smite the enemy. Close and personal. Boom boom boom.

Buy —  
Sell —

**Planet Soul**

RND 7-9	RND 1-8	ATK 275 (200)	DEF —
RND 1-9	9	EFF Death (100%)	EFF —
CMB 7	CMB —	CMB —	CMB —

Time-based arcane spell mastered by Mizuti. The enemy is engulfed in a peculiar smoke and bombarded by Mizuti's ancestry incarnate. Hazardous to health. Cough cough.

Buy —  
Sell —

**Spirit Magic**

**Shining Seraph**

RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Light-based Spirit spell, enabled by a Guardian Spirit's power. Summons light from the heavens, bringing it down on the enemy.

Buy —  
Sell —

**Demons of Darkness**

RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Darkness-based Spirit spell, enabled by a Guardian Spirit's power. Creates a frothing pool of tainted mud, engulfing the enemy in a hearty serving of fear and pain.

Buy —  
Sell —

**Hellfire**

RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Fire-based Spirit spell, enabled by a Guardian Spirit's power. Creates a sea of fire around the enemy, burning its body and soul.

Buy —  
Sell —

**Sacred Spring**

RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Water-based Spirit spell, enabled by a Guardian Spirit's power. Countless bubbles of purifying water engulf the enemy, bursting on impact and searing its skin.

Buy —  
Sell —

**Lingering Time**

RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Time-based Spirit spell, enabled by a Guardian Spirit's power. Creates a pentagram around the enemy and suspends the time within, tearing its soul apart when time begins flowing again.

Buy —  
Sell —

**Distorting Wind**

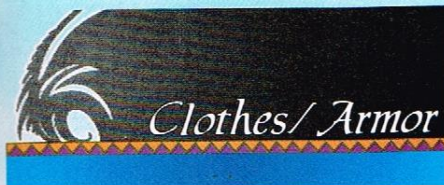
RND 7-9	RND 1-8	ATK 70 (50)	DEF —
RND 1-9	EFF —	EFF —	EFF —
CMB 1	CMB —	CMB —	CMB —

Wind-based Spirit spell, enabled by a Guardian Spirit's power. Powerful winds engulf the enemy, tearing apart armor, flesh, and bone.

Buy —  
Sell —



# Defensive Magnus



**Leather Jacket**

—	RND 1~8	ATK	—	DEF	10
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

The dark blue dye used for this jacket shows the refined taste of its designer. Its potential as armor is minimal, though, only useful for deflecting knives and such.

Buy —  
Sell 1

**Ice Armor**

—	Even	ATK	—	DEF	15 (9)
—	—	EFF	—	EFF	Cure Flames (20%)
—	—	CMB	—	CMB	1

The frozen surface of this armor functions as a virtual wall of ice to block enemy attacks. It can contain and rub out any flames which may be inflicted upon the user.

Buy —  
Sell 1

**Flame Mail**

—	RND 1~8	ATK	—	DEF	20 (12)
—	—	EFF	—	EFF	Resist Frz (+15)
—	—	CMB	—	CMB	1

The outer surface of this armor heats up during battle, but the inner surface remains cool enough for comfort. Increases the wearer's resistance to freezing attacks and effects.

Buy —  
Sell 1

**Chain Mail**

—	Odd	ATK	—	DEF	22
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Woven from chain links, chain mail is relatively lightweight and comfortable to wear. Quite effective against bladed weapons.

Buy 120  
Sell 1

**Shadow Suit**

—	RND 1~8	ATK	—	DEF	35 (21)
—	Even	EFF	—	EFF	Resist Death (+10)
—	—	CMB	—	CMB	1

Old, dark robes tend to attract spirits lurking in the shadows, providing protection against light-based attacks. Though resembling rags at first sight, this gear is made from a single, dark cloth.

Buy 300  
Sell 3

**Flash Armor**

—	Even	ATK	—	DEF	43 (26)
—	—	EFF	—	EFF	Resist Psn (+15)
—	Odd	CMB	—	CMB	1

Made from a special alloy that emits light, this armor shines brightly when hit, blinding the attacker and enabling the wearer to evade the full impact of the blow.

Buy —  
Sell 15

**Heat Jacket**

—	RND 1~8	ATK	—	DEF	53 (32)
—	Odd	EFF	—	EFF	Resist Frz (+15)
—	—	CMB	—	CMB	1

Made from the pelts of "Blaze Weasels," magical creatures that live near volcanic craters. This garb increases the wearer's resistance to freezing, yet is often worn purely for fashion.

Buy —  
Sell 35

**Crystal Mail**

—	Odd	ATK	—	DEF	65 (39)
—	Even	EFF	—	EFF	Resist Flames (+25)
—	—	CMB	—	CMB	1

This expensive suit of armor crafted from natural quartz crystals provides ample protection, yet its weight restricts use to those familiar with heavy armor.

Buy —  
Sell 59

**Half Plate**

—	RND 1~8	ATK	—	DEF	60
—	RND 1~8	EFF	—	EFF	—
—	—	CMB	—	CMB	1

A steel breastplate sacrificing protection for ease of movement. The equipped is able to adequately defend himself/herself with a weapon to make up for this lack of mobility.

Buy 8500  
Sell 85

**Chronos Armor**

—	Even	ATK	—	DEF	90 (54)
—	RND 1~8	EFF	—	EFF	Resist Hdach (+25)
—	—	CMB	—	CMB	1

A weak magnetic field emanates from this armor, deflecting incoming attacks by spoiling the enemy's aim.

Buy —  
Sell 90

**Blue Sky Mail**

—	RND 1~8	ATK	—	DEF	103 (62)
—	RND 1~8	EFF	—	EFF	Resist Sleep (+25)
—	—	CMB	—	CMB	1

Crafted from a clear, sky-blue ore (hence its name), this armor is impervious to weak attacks. Relatively lightweight despite its heavy appearance.

Buy —  
Sell 90

**Scale Mail**

—	RND 1~8	ATK	—	DEF	94
—	RND 1~8	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This armor consists of small metal plates linked together to provide a good balance of mobility and protection. The plates around the shoulders are shaped to resemble scales.

Buy —  
Sell 117

**Aqua Jacket**

—	RND 1~8	ATK	—	DEF	133 (80)
—	RND 1~8	EFF	—	EFF	Resist Flames (+20)
—	—	CMB	—	CMB	1

Crafted from light, hard coral and seaweed fibers. The fancy cuffs on this jacket are considered stylish, hence its popularity as summer clothing.

Buy —  
Sell 148

**Efreeti Suit**

—	RND 1~8	ATK	—	DEF	148 (89)
—	Even	EFF	—	EFF	Resist Frz (+28)
—	Odd	CMB	—	CMB	1

This suit is imbued with a sacred fire lit by an Efreeti flame. The intense heat generated increases the wearer's resistance to freezing attacks and effects.

Buy —  
Sell 184

**Full Plate**

—	RND 1~8	ATK	—	DEF	132
—	RND 1~8	EFF	—	EFF	—
—	RND 1~8	CMB	—	CMB	1

This armor covers the torso with large steel plates, providing excellent protection against physical attacks.

Buy —  
Sell 228

**Chaos Mail**

—	RND 1~8	Odd	ATK	—	DEF	183 (110)
—	Even	RND 1~8	EFF	—	EFF	Resist Death (+20)
—	—	—	CMB	—	CMB	1

Imbued with powerful negative energy, this armor provides outstanding protection, yet makes the wearer feel uneasy. The weak-minded may succumb to its dark whisperings.

Buy —  
Sell 279

**Holy Armor**

—	RND 1~8	Even	ATK	—	DEF	200 (120)
—	Odd	RND 1~9	EFF	—	EFF	Resist Poison (+35)
—	—	—	CMB	—	CMB	1

The sacred power within this armor can hardly be contained. Billowing clouds of holy energy seep out constantly. Truly a threat to all that is evil.

Buy —  
Sell 340

**Battle Suit**

—	RND 1~9	Odd	ATK	—	DEF	174
—	Even	RND 1~9	EFF	—	EFF	Resist Frz (+40)
—	—	—	CMB	—	CMB	1

This armor provides total protection from the neck down to the thighs, yet its tremendous weight limits wearers to the strongest of men.

Buy —  
Sell 411

**Dragon Gale**

—	RND 1~9	Even	ATK	—	DEF	238 (143)
—	Odd	RND 7~9	EFF	—	EFF	Resist Para (+45)
—	—	—	CMB	—	CMB	1

Made from the rarely-found scales of a winged dragon, this type of armor is extremely scarce. It surrounds the wearer with streams of air and deflects enemy attacks.

Buy —  
Sell 495

**Desperda**

—	RND 1~9	Odd	ATK	—	DEF	258 (155)
—	Even	9	EFF	—	EFF	Resist Death (+45)
—	—	—	CMB	—	CMB	1

This suit of armor once belonged to a sorcerer able to control time in short bursts. Human nature led him to overstep his bounds, in turn provoking the wrath of Chronos.

Buy —  
Sell 593

**Leather Vest**

—	RND 1~8	ATK	—	DEF	8
—	—	EFF	—	EFF	Resist Sleep (+10)
—	—	CMB	—	CMB	1

A vest of low-priced, artificial leather that helps keep away the cold. Although quilted on the surface, it only provides minimal protection.

Buy —  
Sell 1

**Heat Robe**

—	Even	ATK	—	DEF	13 (8)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This robe is imbued with sacred fire, constantly emanating heat. This kind of garment is also used as winter gear in the colder regions.

Buy —  
Sell 1

**Nixie Garb**

—	RND 1~8	ATK	—	DEF	18 (11)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This robe holds a Nixie, or water spirit, within its folds. Though the Nixie's power slows incoming blows, its magic is growing weaker, and the robe is often used as mere summer wear.

Buy —  
Sell 2

**Mink Coat**

—	Odd	ATK	—	DEF	18
—	—	EFF	—	EFF	Resist Frz (+30)
—	—	CMB	—	CMB	1

This luxurious, highly valued coat is made from the pelts of giant weasels. Their fur provides reasonable resistance to freezing attacks and effects.

Buy 350  
Sell 3



**Cloak of Dark Night**

—	RND 1~8	ATK —	DEF 33 (20)
Even	—	EFF —	EFF Resist Death (+10)
—	—	CMB —	CMB I

Buy —  
Sell 10

This cloak clouds the opposition's sight and allows the wearer to blend into darkness, reducing the likelihood of receiving lethal blows.

**Shawl of the Goddess**

—	Even	ATK —	DEF 40 (24)
Odd	—	EFF —	EFF Resist Psn (+40)
—	—	CMB —	CMB I

Buy —  
Sell 25

This shawl stays on the wearer's shoulders, regardless of any jumps or flips performed. Perhaps due to a holy blessing, it also boosts the wearer's resistance to poison.

**Zeit Robe**

—	RND 1~8	ATK —	DEF 50 (30)
Odd	—	EFF —	EFF Resist Paralysis (+40)
—	—	CMB —	CMB I

Buy —  
Sell 43

This robe partially sends the impact of enemy blows to another dimension, enabling the wearer to withstand attacks.

**Pegasus Cloak**

—	Odd	ATK —	DEF 60 (36)
Even	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy 6700  
Sell 67

This robe enhances movement and enables the wearer to shrug off attacks from lesser enemies.

**Silk Robe**

—	RND 1~8	ATK —	DEF 58
RND 1~8	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy 9800  
Sell 98

The touch of this robe is smooth beyond expression, but its virtues go even beyond that. It's light as a feather yet surprisingly strong.

**Robe of Firelight**

—	Even	ATK —	DEF 83 (50)
RND 1~8	—	EFF —	EFF Resist Frz (+70)
—	—	CMB —	CMB I

Buy —  
Sell 115

Robes of Firelight are created by heating cloth with sacred fires. Most of the cloth will be lost in the process, but the resulting robe will protect the wearer from freezing attacks and effects.

**Sleet Shawl**

RND 1~8	RND 1~8	ATK —	DEF 98 (59)
RND 1~8	—	EFF —	EFF Resist Flames (+95)
—	—	CMB —	CMB I

Buy —  
Sell 138

Small, sleet-shaped crystals float around this shawl. The impact from blows may melt some of them, but they quickly freeze again. The wearer is almost guaranteed not to catch fire.

**Mephistopheles Cloak**

RND 1~8	Odd	ATK —	DEF 110 (66)
RND 1~8	—	EFF —	EFF Resist Confu (+50)
—	—	CMB —	CMB I

Buy —  
Sell 164

Tormented souls have been woven into the fabric of this cloak to reinforce its defensive properties. Weak-minded wearers are likely to succumb to the cloak's dark nature and meet a horrible end.

**Forseti Robe**

RND 1~8	RND 1~8	ATK —	DEF 125 (75)
RND 1~8	—	EFF —	EFF Resist Death (+35)
—	—	CMB —	CMB I

Buy —  
Sell 195

This robe creates a thin barrier of light around the wearer, repelling any denizens of the darkness that may come near.

**Hamelin Cloak**

RND 1~8	Even	ATK —	DEF 112
Odd	—	EFF —	EFF Resist Para (+55)
—	—	CMB —	CMB I

Buy —  
Sell 243

The original owner of this cloak was a bard who traveled throughout the lands. His cloak gained power from various spirits encountered on his journey.

**Robe of Morning Cool**

RND 1~8	RND 1~8	ATK —	DEF 155 (93)
RND 1~8	—	EFF —	EFF Resist Sleep (+80)
—	—	CMB —	CMB I

Buy —  
Sell 297

An advanced technique was used to trap cool, morning air into the fabric of this robe. It grants its wearer strong resistance to sleep.

**Siegfried**

RND 1~8	Odd	ATK —	DEF 173 (104)
Even	RND 1~8	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 356

This sacred robe summons the halo of a legendary warrior to protect the wearer, absorbing and dispersing the impact of enemy blows. Due to its nature, this robe can only be worn by a select few.

**Wizard Robe**

RND 1~8	Even	ATK —	DEF 150
Odd	RND 1~9	EFF —	EFF Resist Death (+50)
—	—	CMB —	CMB I

Buy —  
Sell 432

This robe was worn by a wizard who set out on a quest to find and defeat a Medusa, Basilisk, and Cockatrice. Though his journey and life met an untimely end, the robe itself is still around.

**Firedrake Robe**

RND 1~9	Odd	ATK —	DEF 205 (123)
Even	RND 1~9	EFF —	EFF Resist Frz (+100)
—	—	CMB —	CMB I

Buy —  
Sell 562

Imbued with the soul of a Firedrake, this near-weightless robe hardens to protect its wearer when in danger, providing total immunity to freezing attacks and effects.

**Robe of the Ocean**

RND 1~9	Even	ATK —	DEF 225 (135)
Odd	RND 7~9	EFF —	EFF Resist Flames (+100)
—	—	CMB —	CMB I

Buy —  
Sell 605

This robe shifts its hue and form, contorting violently like a stormy sea or placidly sitting like calm waters reflecting the sun. Enemies will be little more than boats setting out into a dark, stormy ocean. Yet friends will bask in its warm, gentle glow.

**Venus Garb**

RND 1~9	Odd	ATK —	DEF 194
Even	9	EFF —	EFF Resist Confu (+100)
—	—	CMB —	CMB I

Buy —  
Sell 796

Venus is said to favor only those who show ample experience and knowledge, coupled with a warm heart. The robe brings out these qualities in the wearer, shining brighter than ever.

**Hat / Helmet**

**Power Helmet**

—	RND 1~8	ATK —	DEF 11
—	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy 30  
Sell 1

Originally a pot for boiling rice, this helmet can still be used for cooking. Carrying this heavy pot around is good exercise, and the wearer ends up slightly more muscular—hence the name.

**Calm Helmet**

—	Even	ATK —	DEF 18 (11)
—	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 4

Crafted from a special alloy, this helmet is extremely lightweight, with a gentle breeze flowing around the wearer's head. Its defensive capabilities, however, are limited.

**Infinity Mask**

—	RND 1~8	ATK —	DEF 23 (14)
—	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 12

Possibilities are infinite, as they say, but the protection offered by this mask is quite limited. Accurate product-naming being a relic of the past, there may be a little mystery here...

**Shagreen Helmet**

—	Odd	ATK —	DEF 28 (17)
—	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 25

Crafted from shark skin, hence the rough texture, this type of helmet is also considered a popular souvenir. Light and comfortable, the protection it offers is limited.

**Flame Helmet**

—	RND 1~8	ATK —	DEF 35 (21)
Even	—	EFF —	EFF Resist Frz (+10)
—	—	CMB —	CMB I

Buy —  
Sell 40

Forged using fire from lava pits deep underground, this helmet offers protection from both physical and freezing attacks. Prolonged use can cause decreased alertness and/or loss of hair.

**Brave Knight Helm**

—	Even	ATK —	DEF 34
Odd	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy 7300  
Sell 73

Designed to provide total protection to the wearer's head, this full-face helmet is quite heavy. Its dark-green feathers inspire allies on the battlefield.

**Ruffian Mask**

—	RND 1~8	ATK —	DEF 53 (32)
Odd	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 89

Despite the strange design, this mask provides reasonable protection. Even the holiest of saints will look like a common thug sporting this.

**Gleaming Helm**

—	Odd	ATK —	DEF 63 (38)
Even	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 105

This helm constantly emits light, yet its brilliance increases when the wearer is attacked, absorbing damage and repelling the denizens of darkness.

**Viking Helmet**

—	RND 1~8	ATK 39	DEF 58
RND 1~8	—	EFF —	EFF —
—	—	CMB I	CMB I

Buy —  
Sell 132

Widely used by pirates for morale and decorative purposes, the twin horns on this helmet look vicious and can be used to gore the enemy.


**Crystal Helm**

—	Even	ATK —	DEF 83 (50)
RND 1~8	—	EFF —	EFF —
—	—	CMB —	CMB I

Buy —  
Sell 156

Carved from a large crystal, this helm's hardness provides excellent defensive capabilities. Because of its aesthetic appeal, many purchase similar items for decoration.






**Phoenix Helm**

RND 1-8	RND 1-8	ATK	—	DEF	95 (57)
RND 1-8	—	EFF	—	EFF	—
RND 1-8	—	CMB	—	CMB	1

This helm has a magnificent engraving of a Phoenix on its side. In addition to providing ample protection, its elegant form is truly a sight to see.

Buy —  
Sell 179




**Full Helm**

RND 1-8	Odd	ATK	—	DEF	86
RND 1-8	—	EFF	—	EFF	—
RND 1-8	—	CMB	—	CMB	1

This sturdy helm covers the wearer's head, neck and shoulders, providing protection against attacks from any direction.

Buy —  
Sell 195




**Sacred Helm**

RND 1-8	RND 1-8	ATK	—	DEF	123 (74)
RND 1-8	—	EFF	—	EFF	—
RND 1-8	—	CMB	—	CMB	1

Wearing this helm, enchanted to repel demons, is considered the highest honor for a knight. Renowned for its protection, it is also said to bring good fortune to the wearer.

Buy —  
Sell 246




**Skull Mask**

RND 1-8	Even	ATK	—	DEF	135 (81)
Odd	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This mask is said to have been worn by a barbarian king. The engraved skull discourages less-determined wearers, but others value this item as a powerful tool against the forces of light.

Buy —  
Sell 298




**Mithril Helmet**

RND 1-8	RND 1-8	ATK	—	DEF	120
RND 1-8	—	EFF	—	EFF	—
RND 1-8	—	CMB	—	CMB	1

This helmet is crafted from mithril, a rare magical metal. The existence of mithril is unexplained by existing lore, leading some to believe it's of heavenly origin.

Buy —  
Sell 362




**Aurora**

RND 1-8	Odd	ATK	—	DEF	165 (99)
Even	RND 1-8	EFF	—	EFF	—
—	—	CMB	—	CMB	1

A sacred artifact said to have been created by one of the gods, this helmet purifies the mind and enables correct judgment even under stress.

Buy —  
Sell 435




**Ometeotl Gear**

RND 1-8	Even	ATK	—	DEF	180 (108)
Odd	RND 1-9	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Said to be a divine gift, legends claim this helm was a gift from the heavens in answer to devout prayers. In addition to providing protection, this helm gives the wearer insight into the future.

Buy —  
Sell 484




**Glacial Helmet**

RND 1-9	Odd	ATK	—	DEF	198 (119)
Even	RND 1-9	EFF	—	EFF	Resist Frz (+30)
—	—	CMB	—	CMB	1

Said to have existed before humans came into this world, this legendary helmet dates back to the Ice Age, though details remain a mystery.

Buy —  
Sell 568




**Prominence Helm**

RND 1-9	Even	ATK	—	DEF	215 (129)
Odd	RND 7-9	EFF	—	EFF	Resist Frz (+50)
—	—	CMB	—	CMB	1

Said to have been created by the gods when half of the world was still covered in molten rock, this helm provides greatly improved resistance to freezing attacks and effects.

Buy —  
Sell 624




**Golden Helm**

RND 1-9	Odd	ATK	—	DEF	186
Even	9	EFF	—	EFF	Resist Para (+100)
—	—	CMB	—	CMB	1

Sought after by those in power attracted by its golden glint, this helm casts a suspicious shadow on its wearer, whose fate—ill or fortunate—is said to be predetermined.

Buy —  
Sell 728




**Safety Hood**

—	RND 1-8	ATK	—	DEF	10
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Used as a cushion when not in battle, this hood turns into trusty protective headgear whenever the need arises. Almost invariably dusty.

Buy 40  
Sell 1




**Leather Hat**

—	Even	ATK	—	DEF	12
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Made from animal skins, with cotton and cloth padding on the inside. The cheek pads cover most of the head and neck, providing basic protection.

Buy —  
Sell 1




**Feathered Hat**

—	RND 1-8	ATK	—	DEF	20 (12)
—	—	EFF	—	EFF	Resist Sleep (+10)
—	—	CMB	—	CMB	1

A fashionable design with a feather plume, this hat offers minimal protection against physical attacks and sleep effects.

Buy —  
Sell 3




**Century Veil**

—	Odd	ATK	—	DEF	25 (15)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Crafted from magical silk, this veil is very smooth and attractive. Offers moderate protection against wind-based attacks.

Buy 550  
Sell 5




**Shako**

—	RND 1-8	ATK	—	DEF	24
Even	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This headgear is similar to a chef's hat in appearance, with a small peak in front. Despite appearances, it is designed for use in combat, providing moderate protection.

Buy 1250  
Sell 12




**Will-O'-Wisp Hat**

—	Even	ATK	—	DEF	38 (23)
Odd	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

This hat constantly spurts plasma from a slit near the back. The plasma patterns are somewhat fashionable from a distance, yet can burn if touched, and help keep enemies at bay.

Buy —  
Sell 17




**Frost Cap**

—	RND 1-8	ATK	—	DEF	48 (29)
Odd	—	EFF	—	EFF	Resist Flames (+40)
—	—	CMB	—	CMB	1

Made entirely of icicles, this strange gear may be visually disturbing, yet is valued among merchants and travelers for keeping their heads cool in the desert.

Buy —  
Sell 35




**Millinery**

—	Odd	ATK	—	DEF	44
Even	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Originally used by ladies in formal dress, a large, wide brim adorns this hat. Put this on and you'll feel like royalty.

Buy 5100  
Sell 51




**Assassin's Hood**

—	RND 1-8	ATK	—	DEF	65 (39)
RND 1-8	—	EFF	—	EFF	Resist Death (+10)
—	—	CMB	—	CMB	1

This hood allows the wearer to blend into the shadows, and has saved many from certain death. A must for those engaged in shady business.

Buy —  
Sell 86




**Rainbow Straw Hat**

—	Even	ATK	—	DEF	78 (47)
RND 1-8	—	EFF	—	EFF	Resist Sleep (+60)
—	—	CMB	—	CMB	1

Done in pastel with the colors of the rainbow, this hat is allegedly the work of a famous designer. The wearer is bound to lose sleep over what others might think.

Buy —  
Sell 115




**Battle Hood**

RND 1-8	RND 1-8	ATK	—	DEF	70
RND 1-8	—	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Despite its somewhat vicious appearance, this hood's tip is soft and supple, providing little protection against blows from behind.

Buy 13800  
Sell 138




**Spark Hat**

RND 1-8	Odd	ATK	—	DEF	100 (60)
RND 1-8	—	EFF	—	EFF	Resist Frz (+30)
—	—	CMB	—	CMB	1

Small arcs of electricity constantly leap around this hat. The resulting field of static electricity deflects incoming blows, and increases the wearer's resistance to freezing attacks and effects.

Buy —  
Sell 168




**Crown of Bubbles**

RND 1-8	RND 1-8	ATK	—	DEF	113 (68)
RND 1-8	—	EFF	—	EFF	Resist Flames (+10)
—	—	CMB	—	CMB	1

Crafted from bubbles produced with holy water, this crown grants the wearer total protection against inflammatory attacks and effects.

Buy —  
Sell 198




**Shaman Hat**

RND 1-8	Even	ATK	—	DEF	102
Odd	—	EFF	—	EFF	(+50)
—	—	CMB	—	CMB	1

This hat helps the wearer focus on the task at hand, sharpening tactical decisions in the midst of battle. Prized by tribe-leading shamans worldwide.

Buy —  
Sell 238




**Ghost Cap**

RND 1-8	RND 1-8	ATK	—	DEF	140 (84)
RND 1-8	—	EFF	—	EFF	Resist Death (+50)
—	—	CMB	—	CMB	1

Eerily shaped, this cap constantly emits moaning sounds in battle. Opponents feel as if they're being watched by Death himself, while the wearer's resistance to death effects is mysteriously increased.

Buy —  
Sell 270




**Hood of Highlands**

RND 1-8	Odd	ATK	—	DEF	155 (93)
Even	RND 1-8	EFF	—	EFF	—
—	—	CMB	—	CMB	1

Imbued with powerful purging light, this hood can only be worn by those with a strong mind. It protects the wearer by driving away incoming blows.

Buy —  
Sell 321



**Silk Veil**

RND 1-8	Even	ATK	—	DEF	136
Odd	RND 1-9	EFF	—	EFF	Resist Para (+10)
—	—	CMB	—	CMB	1

Highly prized among women, the multiple layers of silk that make up this veil are thin and porcelain-white, bringing peace to the hearts of all who set eyes on it.

Buy —  
Sell 368



**Heldentum**

RND 1-9	Odd	ATK	—	DEF	185 (111)
Even	RND 1-9	EFF	—	EFF	Resist Hdc (+100)
		CMB	—	CMB	1

Believed to have been worn by a mythological hero, this gear removes the wearer's fears and worries. It also bestows courage and wisdom, and prevents headaches.

Buy —  
Sell 425

**Bird Wimple**

RND 1-9	Even	ATK	—	DEF	203 (122)
Odd	RND 7-9	EFF	—	EFF	Resist Death (+60)
		CMB	—	CMB	1

Once used by nuns at the Monastery of the Skies, this legendary veil is crafted to resemble a bird resting its wings. The mere sight of it is breathtaking.

Buy —  
Sell 505

**Sybil's Crown**

RND 1-9	Odd	ATK	—	DEF	174
Even	9	EFF	—	EFF	Resist Confu (+100)
		CMB	—	CMB	1

Many of this crown's previous owners have gone corrupt, blinded by its powers of divination. This is likely due to a curse by an ancient witch, ruthlessly killed by a rioting mob.

Buy —  
Sell 589



## Shield

**Buckler**

RND 1-8	Even	ATK	—	DEF	8
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

Small, light, and easy to handle, this beginner's shield allows the bearer to parry incoming blows, though it offers little protection.

Buy —  
Sell 1

**Round Shield**

RND 1-8	Even	ATK	—	DEF	10
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

A round shield, slightly larger and sturdier than a buckler, with straps on the back for carrying and wielding. It offers minimal protection.

Buy —  
Sell 1

**Flame Shield**

RND 1-8	Even	ATK	—	DEF	18 (11)
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

Originally created for hunting Ice Dragons, this shield is a failed attempt at protecting the bearer from the dragons' icy breath. The fire within has all but died out.

Buy —  
Sell 4

**Frozen Shield**

RND 1-8	Odd	ATK	—	DEF	23 (14)
Even	8	EFF	—	EFF	—
		CMB	—	CMB	1

This shield is entirely frozen over, so it's quite heavy. The impact from blows may melt some of the ice, but it quickly freezes again. Provides moderate protection against fire-based attacks.

Buy 700  
Sell 7

**Scale Shield**

RND 1-8	Even	ATK	—	DEF	24
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

Crafted from giant fish scales, this shield is extremely sturdy and is well suited for blocking. Light and easy to handle.

Buy —  
Sell 9

**Clock Shield**

RND 1-8	Even	ATK	—	DEF	38 (23)
Odd	8	EFF	—	EFF	Resist Sleep (+20)
		CMB	—	CMB	1

The big and little hands on this shield's face spin frantically during battle, fending off any incoming attacks...and preventing its use as a regular clock.

Buy 1000  
Sell 10

**Tempest Shield**

RND 1-8	Even	ATK	—	DEF	45 (27)
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

This shield unleashes a powerful gust of wind when struck, allowing the bearer to deflect enemy blows. It's well-balanced and provides reasonable protection.

Buy —  
Sell 15

**Kite Shield**

RND 1-8	Odd	ATK	—	DEF	44
Even	8	EFF	—	EFF	—
		CMB	—	CMB	1

A kite-shaped shield with engravings on the front. Though quite large, its inverted triangular shape is suited for use on horseback, making it popular among mounted knights.

Buy —  
Sell 21

**Coffin Shield**

RND 1-8	Even	ATK	—	DEF	65 (39)
Odd	8	EFF	—	EFF	Resist Death (+1)
		CMB	—	CMB	1

Its coffin-like shape tends to turn away the superstitious. But this shield actually increases the bearer's resistance to death attacks, hopefully eliminating the need for a real coffin.

Buy 2500  
Sell 25

**Grace Shield**

RND 1-8	Even	ATK	—	DEF	75 (45)
Odd	8	EFF	—	EFF	—
		CMB	—	CMB	1

Elegantly designed, this shield provides the bearer with powerful protection and divine blessing, allowing him to concentrate and fend off attacks.

Buy 7700  
Sell 77

**Tower Shield**

RND 1-8	RND 1-8	ATK	—	DEF	70
RND 1-8	8	EFF	—	EFF	—
		CMB	—	CMB	1

Slightly curved, this shield is tall enough to provide complete cover for a crouched wearer. The trade-off for the protection it offers is its outstanding weight.

Buy —  
Sell 89

**Battle Shield**

RND 1-8	Odd	ATK	—	DEF	80
RND 1-8	8	EFF	—	EFF	—
		CMB	—	CMB	1

Gaps have been put into this shield to reduce its weight and allow the bearer to see the enemy while blocking incoming blows. Effective in the hands of a seasoned warrior.

Buy —  
Sell 99

**Whitecap Shield**

RND 1-8	RND 1-8	ATK	—	DEF	113 (68)
RND 1-8	8	EFF	—	EFF	Resist Flames (+40)
		CMB	—	CMB	1

The surface of this shield ripples when hit, absorbing and dispersing the impact of enemy blows, protecting the bearer, and discouraging further attacks.

Buy —  
Sell 127

**Burning Shield**

RND 1-8	Even	ATK	—	DEF	125 (75)
Odd	8	EFF	—	EFF	Resist Frz (+40)
		CMB	—	CMB	1

Intense fire burns within this shield, emanating heat when held towards the enemy and discouraging attacks.

Buy —  
Sell 168

**Platinum Shield**

RND 1-8	RND 1-8	ATK	—	DEF	112
RND 1-8	8	EFF	—	EFF	—
		CMB	—	CMB	1

This shield is coated with platinum, greatly enhancing its defensive capabilities. Similar items are becoming more popular as mere ornaments to display family rank.

Buy —  
Sell 205

**Flugel Shield**

RND 1-8	Odd	ATK	—	DEF	130 (69)
Even	RND 1-8	EFF	—	EFF	—
		CMB	—	CMB	1

Contains the power of Pegasus, the winged horse. This shield is as light as air, and the bearer often forgets he's holding it. Extremely valuable and hard to find.

Buy —  
Sell 276

**Erbschaft**

RND 1-8	Even	ATK	—	DEF	142 (75)
Odd	RND 1-8	EFF	—	EFF	—
		CMB	—	CMB	1

Blessed by Chronos, this shield slows time to coincide with enemy blows, reducing the impact and minimizing damage taken.

Buy —  
Sell 340

**Fairy Shield**

RND 1-9	Odd	ATK	—	DEF	146
Even	RND 1-9	EFF	—	EFF	—
		CMB	—	CMB	1

The fairy-shaped engraving on this shield is extremely life-like, possibly due to being imbued with a fairy's blessing.

Buy —  
Sell 409

**Devil Knight Shield**

RND 1-9	Even	ATK	—	DEF	200 (120)
Odd	RND 7-9	EFF	—	EFF	—
		CMB	—	CMB	1

Believed to have been used ages ago by an evil knight, the skull-shaped engraving on this shield seems to hold an ominous, unexplained power within.

Buy —  
Sell 512

**Shield of Hope**


RND 1-9	Odd	ATK	—	DEF	215 (129)
Even	9	EFF	—	EFF	Resist Para (+80)
		CMB	—	CMB	1

The spirit within this shield takes little notice of the bearer's causes or grudges. Its innate brilliance silently lights the way forward.

Buy —  
Sell 607



*Auras*




## Fire Aura 1

—	RND 1~8	ATK	—	DEF	25 (5)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	3

Performs a Level 1 Fire-based block against an enemy attack.  
The previous Magnus in the combo needs to be Fire-based for this Magnus to be available. Grows in power over time.

Buy —
Sell 100



## Fire Aura 2


—	RND 1-8	ATK	—	DEF	45 (10)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	3

Performs a Level 2 Fire-based block against an enemy attack.

The previous Magnus in the combo needs to be Fire-based for this Magnus to be available. Grows in power over time.

Buy —


Sell 200



### Fire Aura 3

—	RND 1~8	ATR —	DEF 65 (15)
RND 1~8	—	EFF —	—
—	—	CMB —	CMB 4

Performs a Level 3 Fire-based block against an enemy attack.  
The previous Magnus in the combo needs to be Fire-based for this Magnus to be available. Grows in power over time.



## Fire Aura 4

RND 1~8	RND 1~8	ATK —	DEF <b>90 (20)</b>
RND 1~8	—	EFF —	EFF —
RND 1~8	—	CMB —	CMB <b>4</b>

Performs a Level 4 Fire-based block against an enemy attack.

The previous Magnus in the combo needs to be Fire-based for this Magnus to be available. Grows in power over time.





### Fire Aura 5

RND 1-9	RND 1-8	ATK	—	DEF	125 (25)
RND 1-8	—	EFF	—	EFF	—
		CMB	—	CMB	5

Performs a Level 5 Fire-based attack against an enemy attack.

The previous Magnus in the combo needs to be Fire-based for this Magnus to be available. Grows in power over time.

		Fire Aura 6			
RND	RND	ATK	—	DEF	180 (30)
1-9	1-8	EFF	—	EFF	—
RND	RND	CMB	—	CMB	5
1-8	7-9				
Performs a Level 6 fire-based block against an enemy attack. The previous Magnus in the combo needs to be fire-based for this Magnus to be available.					




## Aqua Aura 1

—	RND 1-8	ATK	—	DEF	25 (5)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	3

Performs a Level 1 Water-based block against an enemy attack.

The previous Magnus in the combo needs to be Water-based to prevent this Magnus to be available. Grows in power over time.



## Aqua Aura 2

—	RND 1~8	ATK: —	DEF: <b>45 (10)</b>
—	—	EFF: —	EFF: —
—	—	CMB: —	CMB: <b>3</b>

Performs a Level 2 Water-based block against an enemy attack.


The previous Magnus in the combo needs to be Water-based for this Magnus to be available. Grows in power over time.


Buy

—

Sell

**200**

		Aqua Aura 3		
	—	RND 1-8	ATK —	DEF 65 (15)
			EFF —	EFF —
	RND 1-8	—	CMB —	CMB 4
Buy	—	Performs a Level 3 Water-based block against an enemy attack.		
Sell	300	The previous Magnus in the combo needs to be Water-based for this Magnus to be available. Grows in power over time.		



**IV**

### Aqua Aura 4


RND 1-8	RND 1-8	ATK —	DEF <b>90 (20)</b>
RND 1-8	RND 1-8	EFF —	EFF —
RND 1-8	RND 1-8	CMG —	CMG <b>4</b>

Performs a Level 4 Water-based block against an enemy attack.

The previous Magnus in the combo needs to be Water-based for this Magnus to be available. Grows in power over time.

Buy —

Sell **400**



Aqua Aura 5


RND 1-9	RND 1-8	ATK	—	DEF	125 (25)
		EFF	—	EFF	—
RND 1-8	—	CMB	—	CMB	5

Performs a Level 5 Water-based attack against an enemy attack.

The previous Magnus in the combo needs to be Water-based for this Magnus to be available. Grows in power over time.

Buy —

Sell 500



### Aqua Aura 6

RND 1-9	RND 1-8	ATR	—	DEF	180 (30)
		ESP	—	EFF	—
RND 1-8	RND 7-9	CMB	—	CMB	5

Performs a Level 6 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

Buy —

Sell 600




Buy —  
Sell 1.00

### Light Aura 1

—	RND 1-8	ATK —	DEF 25 (5)
—	—	EFF —	EFF —
—	—	CMR —	CMR 3

Performs a Level 1 Light-based block against an enemy attack.

The previous Magnus in the combo needs to be Light-based so this Magnus to be available. Grows in power over time.




### Light Aura 2

—	RND 1-6	ATK	—	DEF	45 (10)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	3

Performs a Level 2 Light-based block against an enemy attack.

The previous Magnus in the combo needs to be Light-based; this Magnus to be available. Grows in power over time.




### Light Aura 3

—	RND 1-8	ATK	—	DEF	65 (1)
RND 1-8	—	EFF	—	EFF	—
—	—	CMB	—	CMB	4

Performs a Level 3 Light-based block against an enemy attack.

The **Magnus** in the combo needs to be Light-based. This **Magnus** will be available. Grows in power over time.




Light Aura 4			
RND 1-8	RND 1-8	ATK —	DEF 90 (20)
RND 1-8	—	EFF —	EFF —
RND 1-8	—	CMB —	CMB 4

Performs a Level 4 Light-based block against an enemy attack.

The previous Magnus in the combo needs to be Light-based for this Magnus to be available. Grows in power over time.

Buy —

Sell 400




●

## Light Aura 5

RND 1~9	RND 1~8	ATK —	DEF <b>125 (25)</b>
RND 1~8	—	EFF —	EFF —
		CMB —	CMB <b>5</b>

Performs a Level 5 Light-based block against an enemy attack.

The previous Magnus in the combo needs to be Light-based for this Magnus to be available. Grows in power over time.



## Light Aura 6

RND 1~9	RND 1~8	ATR	—	DEF	180 (30)
RND 1~8	RND 7~9	EFF	—	EFF	—
		CMR	—	CMR	5

Performs a Level 6 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.




### Dark Aura 1

—	RND 1~6	ATK —	DEF 25 (5)
—	—	EFF —	EFF —
—	—	CMB —	CMB 3

Performs a Level 1 Darkness-based block against an enemy attack.

The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available. Grows in power over time.



### Dark Aura 2

—	RND 1-8	ATK	—	DEF	45 (10)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	3

Performs a Level 2 Darkness-based block against an enemy attack.

The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available. Grows in power over time.



### Dark Aura 3

—	RND 1-8	ATR —	DEF 65 (15)
RND 1-8	—	EFF —	EFF —
		CMB —	CMB 4

Performs a level 3 Darkness-based block against an enemy at the previous Magnus in the combo needs to be Darkness-based for this Magnus to be available. Grows in power over time.



### Dark Aura 4

RND 1-8	RND 1-8	ATK	—	DEF	90 (20)
RND 1-8	—	EFF	—	EFF	—
		CMB	—	CMB	4

Performs a Level 4 Darkness-based block against an enemy.

The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available. Grows in power over time.




### Dark Aura 5

RND 1-9	RND 1-8	ATK	—	DEF	125 (25)
RND 1-8	—	EFF	—	EFF	—
		CMB	—	CMB	5

Performs a Level 5 Darkness-based block against an enemy.

The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available. Grows in power over time.



### Dark Aura 6

RND 1~9	RND 1~8	ATK —	DEF 180
RND 1~8	RND 7~9	EFF —	EFF —
		CMB —	CMB 5

Performs a Level 6 Darkness-based block against an enemy attack. The previous Magnus in the combo leads to Darkness-based for this Magnus to be available.



**Chronos Aura 1**

I	RND	1-8	ATK	—	DEF	25 (5)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	3

Performs a Level 1 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 100

**Chronos Aura 2**

II	RND	1-8	ATK	—	DEF	45 (10)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	3

Performs a Level 2 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 200

**Chronos Aura 3**

III	RND	1-8	ATK	—	DEF	65 (15)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	4

Performs a Level 3 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 300

**Chronos Aura 4**

IV	RND	1-8	ATK	—	DEF	90 (20)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	4

Performs a Level 4 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 400

**Chronos Aura 5**

V	RND	1-9	ATK	—	DEF	125 (25)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	5

Performs a Level 5 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 500

**Chronos Aura 6**

VI	RND	1-9	ATK	—	DEF	180 (30)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	5

Performs a Level 6 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

Buy —  
Sell 600

**Wind Aura 1**

I	RND	1-8	ATK	—	DEF	25 (5)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	3

Performs a Level 1 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 100

**Wind Aura 2**

II	RND	1-8	ATK	—	DEF	45 (10)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	3

Performs a Level 2 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 200

**Wind Aura 3**

III	RND	1-8	ATK	—	DEF	65 (15)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	4

Performs a Level 3 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 300

**Wind Aura 4**

IV	RND	1-8	ATK	—	DEF	90 (20)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	4

Performs a Level 4 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 400

**Wind Aura 5**

V	RND	1-9	ATK	—	DEF	125 (25)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	5

Performs a Level 5 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available. Grows in power over time.

Buy —  
Sell 500

**Wind Aura 6**

VI	RND	1-9	ATK	—	DEF	180 (30)
	—	—	EFF	—	EFF	—
	—	—	CMB	—	CMB	5

Performs a Level 6 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

Buy —  
Sell 600



**Fire Yell Lv 1**

I	Even	ATK	17 (15)	DEF	17 (15)
	Odd	EFF	—	EFF	—
	—	CMB	2	CMB	2

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

Buy 1500  
Sell 15

**Fire Yell Lv 2**

II	RND	Odd	ATK	35 (30)	DEF	35 (30)
	Even	EFF	Chance of Flames (10%)	EFF	Resist Frz (+30)	
	—	CMB	2	CMB	2	

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

Buy —  
Sell 50

**Fire Yell Lv 3**

III	RND	Even	ATK	71 (60)	DEF	71 (60)
	Odd	EFF	Chance of Flames (25%)	EFF	Resist Frz (+60)	
	—	CMB	2	CMB	2	

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

Buy —  
Sell 150

**Fire Yell Lv 4**

IV	RND	Odd	ATK	120 (100)	DEF	120 (100)
	Even	EFF	Chance of Flames (66%)	EFF	Resist Frz (+75)	
	—	CMB	2	CMB	2	

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

Buy —  
Sell 350

**Aqua Yell Lv 1**

I	Even	ATK	17 (15)	DEF	17 (15)
	Odd	EFF	—	EFF	—
	—	CMB	2	CMB	2

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

Buy 1500  
Sell 15

**Aqua Yell Lv 2**

II	RND	Even	ATK	35 (30)	DEF	35 (30)
	Odd	EFF	Chance of Frz (10%)	EFF	Resist Flames (+30)	
	—	CMB	2	CMB	2	

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

Buy —  
Sell 50

**Aqua Yell Lv 3**

III	RND	Odd	ATK	71 (60)	DEF	71 (60)
	Even	EFF	Chance of Frz (25%)	EFF	Resist Flames (+60)	
	—	CMB	2	CMB	2	

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

Buy —  
Sell 150

**Aqua Yell Lv 4**

IV	RND	Even	ATK	120 (100)	DEF	120 (100)
	Odd	EFF	Chance of Frz (66%)	EFF	Resist Flames (+75)	
	—	CMB	2	CMB	2	

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

Buy —  
Sell 350

**Light Yell Lv 1**

I	Odd	ATK	21 (18)	DEF	21 (18)
	Even	EFF	—	EFF	—
	—	CMB	2	CMB	2

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

Buy 1600  
Sell 16

**Light Yell Lv 2**

II	RND	Even	ATK	44 (37)	DEF	44 (37)
	Odd	EFF	—	EFF	Resist Psn (+30)	
	—	CMB	2	CMB	2	

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

Buy —  
Sell 55

**Light Yell Lv 3**

III	RND	Even	ATK	84 (70)	DEF	84 (70)
	Odd	EFF	—	EFF	Resist Psn (+60)	
	—	CMB	2	CMB	2	

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

Buy —  
Sell 170

**Light Yell Lv 4**

IV	RND	Odd	ATK	139 (115)	DEF	139 (115)
	Even	EFF	—	EFF	Resist Psn (+75)	
	—	CMB	2	CMB	2	

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

Buy —  
Sell 400

**Dark Yell Lv 1**

I	Odd	ATK	21 (18)	DEF	21 (18)
	Even	EFF	—	EFF	—
	—	CMB	2	CMB	2

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

Buy 1600  
Sell 16

**Dark Yell Lv 2**

II	RND	Even	ATK	44 (37)	DEF	44 (37)
	Odd	EFF	Poison (10%)	EFF	—	
	—	CMB	2	CMB	2	

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

Buy —  
Sell 55



## Magnus

**Dark Yell Lv 3**

RND 1-8	Odd	ATK 84 (70)	DEF 84 (70)
Even	RND 1-8	EFF Poison (25%)	EFF —
CMB	2	CMB	2

Buy —  
Sell 170

Performs a Darkness-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

**Dark Yell Lv 4**

RND 1-8	Even	ATK 139 (115)	DEF 139 (115)
Odd	RND 1-8	EFF Poison (66%)	EFF —
CMB	2	CMB	2

Buy —  
Sell 400

Performs a Darkness-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

**Chronos Yell Lv 1**

Even	ATK 25 (21)	DEF 25 (21)
Odd	EFF —	EFF —
CMB	2	CMB 2

Buy 1700  
Sell 17

Performs a Time-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

**Chronos Yell Lv 2**

RND 1-8	Odd	ATK 54 (45)	DEF 54 (45)
Even	RND 1-8	EFF Paralysis (10%)	EFF —
CMB	2	CMB	2

Buy —  
Sell 60

Performs a Time-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

**Chronos Yell Lv 3**

RND 1-8	Even	ATK 97 (80)	DEF 97 (80)
Odd	RND 1-8	EFF Paralysis (25%)	EFF —
CMB	2	CMB	2

Buy —  
Sell 190

Performs a Time-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

**Chronos Yell Lv 4**

RND 1-8	Odd	ATK 158 (130)	DEF 158 (130)
Even	RND 1-8	EFF Paralysis (66%)	EFF —
CMB	2	CMB	2

Buy —  
Sell 450

Performs a Time-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

**Wind Yell Lv 1**

Even	ATK 25 (21)	DEF 25 (21)
Odd	EFF —	EFF —
CMB	2	CMB 2

Buy 1700  
Sell 17

Performs a Wind-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

**Wind Yell Lv 2**

RND 1-8	Even	ATK 54 (45)	DEF 54 (45)
Odd	RND 1-8	EFF Resist Para (+30)	EFF —
CMB	2	CMB	2

Buy —  
Sell 60

Performs a Wind-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

**Wind Yell Lv 3**

RND 1-8	Odd	ATK 97 (80)	DEF 97 (80)
Even	RND 1-8	EFF Resist Para (+60)	EFF —
CMB	2	CMB	2

Buy —  
Sell 190

Performs a Wind-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

**Wind Yell Lv 4**

RND 1-8	Even	ATK 158 (130)	DEF 158 (130)
Odd	RND 1-8	EFF Resist Para (+75)	EFF —
CMB	2	CMB	2

Buy —  
Sell 450

Performs a Wind-based offensive/defensive followup to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

## Class Level Magnus

**Kalas**

**Wild Strawberry**

Required for raising Kalas' Class Level to 2.

A fully grown wild strawberry is only the size of a marble, but succulent and tasty nevertheless.

**Mana Stone**

Required for raising Kalas' Class Level to 3.

This shimmering orestone consists of concentrated mana.

**Coral Plant**

Required for raising Kalas' Class Level to 4.

This plant is named for its red fruit, reminiscent of coral undulating in the ocean.

**Ancient Branch**

Required for raising Kalas' Class Level to 5.

Ancient wood gives the impression of time itself being sealed within.

**Azure Sand**

Required for raising Kalas' Class Level to 6.

A mysterious sprinkle of sand that glows with an azure tint, valued highly among collectors.

**Xelha**

**Shrike Statue**

Required for raising Xelha's Class Level to 2.

The shrike's elongated tail allows it to maneuver nimbly in the air, swooping down to snatch its prey from the

**Heron Statue**

Required for raising Xelha's Class Level to 3.

A statue of a heron, resting its wings on a mountaintop. Reminiscent of a monk in silent meditation.

**Falcon Statue**

Required for raising Xelha's Class Level to 4.

Once targeted by a falcon's keen eyesight, its prey is doomed.

**Rarebird Statue**

Required for raising Xelha's Class Level to 5.

A statue of a rare bird, classified as a protected species to prevent extinction.

**Linnet Statue**

Required for raising Xelha's Class Level to 6.

A statue of a linnet, about 6 inches high, with a characteristic patch of red feathers on its chest.

**Gibari**

**Shark Tooth**

Required for raising Gibari's Class Level to 3.

A tooth from a shark that has claimed countless prey, a symbol of the wearer's readiness for battle.

**Scarlet Shell**

Required for raising Gibari's Class Level to 4.

A scarlet-colored shell that is said to bring good fortune to the bearer.

**Catfish Whiskers**

Required for raising Gibari's Class Level to 5.

The catfish's alleged ability to predict earthquakes makes it a symbol for avoiding disasters.

**Buoy of Light**

Required for raising Gibari's Class Level to 6.

A rare, magical buoy that shines with an internal light.



**Lyude**

**Heartlight Candle**  
Required for raising Lyude's Class Level to 4.  
An ever-burning candle, symbol of fiery rage.

**Platter of Parting**  
Required for raising Lyude's Class Level to 5.  
A ceremonial platter used to quietly toast the end of an immortal relationship.

**Jasper Gem**  
Required for raising Lyude's Class Level to 6.  
Glowing a dim green, this gem repels evil hearts.

**Savyna**

**Wild Cherry Bud**  
Required for raising Savyna's Class Level to 4.  
Found in the mountains, these buds silently bear the coldness, waiting for their chance to bloom.

**Purple Rose**  
Required for raising Savyna's Class Level to 5.  
An elegant, purple-red rose with a spellbinding fragrance.

**Dragon Plum Bud**  
Required for raising Savyna's Class Level to 6.  
Pale, pink buds reminiscent of a young girl's cheeks.

**Mizuti**

**Pinecone**  
Required for raising Mizuti's Class Level to 4.  
Oval-shaped and quite hard, this pinecone is surprisingly light.

**Shepherd's Purse**  
Required for raising Mizuti's Class Level to 5.  
The berries of this plant resemble the pick of an oriental stringed instrument.

**Tradescantia Petals**  
Required for raising Mizuti's Class Level to 6.  
The Tradescantia's petals become more fresh and beautiful when exposed to rain.

## Constellation Fragment Magnus

**Draco**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Vela**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Puppis**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Aquarius**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Pyxis**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Carina**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Cygnus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Hydra**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Pisces**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Triangulum**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Auriga**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Taurus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Equuleus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Lupus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Perseus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Ursa Major**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Crater**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Andromeda**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Corona Borealis**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Piscis Australis**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Corona Australis**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Virgo**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Hercules**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Cepheus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

**Capricornus**  
A glowing fragment from an incomplete Star Map, crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.





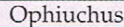
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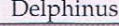
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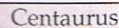
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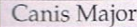
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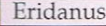
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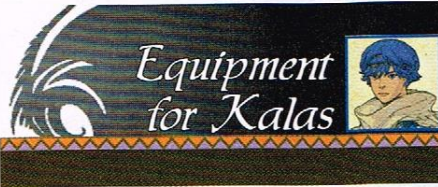
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Following fragments  
collecting light  
a Magnus. The  
the pieces are



# Equipment Magnus



## Equipment for Kalas

### Aged Buckle

ATK	0	HP	—	PARA	10	PSN	0
DEF	1	DEATH	0	FRZING	0	CONF	0
AGI	0	SLEEP	20	FLAMES	0	HOACH	0

A belt buckle usable by Kalas. A thin layer of rust on its surface hints at its age. Provides very limited defensive abilities, including slightly increased resistance to Sleep.

Buy —  
Sell 1

### Scale Buckle

ATK	0	HP	2%	PARA	0	PSN	20
DEF	5	DEATH	0	FRZING	0	CONF	0
AGI	3	SLEEP	40	FLAMES	30	HOACH	0

A belt buckle usable by Kalas. A patchwork of hard, well-polished scales, this buckle provides moderate resistance to sleep, flames, and poison.

Buy —  
Sell 12

### Silver Buckle

ATK	3	HP	—	PARA	40	PSN	60
DEF	10	DEATH	5	FRZING	0	CONF	0
AGI	6	SLEEP	25	FLAMES	0	HOACH	15

A belt buckle usable by Kalas. Made from pure silver, its dimly glowing surface makes those who wear it feel more mature. Provides resistance to poison, also protecting against sleep and confusion.

Buy 2500  
Sell 25

### Crescent Buckle

ATK	0	HP	5%	PARA	5	PSN	35
DEF	18	DEATH	0	FRZING	60	CONF	25
AGI	0	SLEEP	65	FLAMES	0	HOACH	0

A belt buckle usable by Kalas. Designed with a crescent motif and emitting a weak glow, this buckle provides high resistance to sleep and freezing, as well as increased physical protection.

Buy —  
Sell 39

### Ice Crystal Buckle

ATK	45	HP	—	PARA	0	PSN	0
DEF	27	DEATH	0	FRZING	0	CONF	0
AGI	27	SLEEP	0	FLAMES	95	HOACH	0

A belt buckle usable by Kalas. Entirely made of ice crystals, this buckle provides extremely high resistance to flames. Character suffers a Headache while equipped.

Buy —  
Sell 76

### Golden Buckle

ATK	15	HP	—	PARA	90	PSN	100
DEF	30	DEATH	10	FRZING	0	CONF	0
AGI	15	SLEEP	40	FLAMES	0	HOACH	30

A belt buckle usable by Kalas. A valuable buckle of pure gold used in ceremonies honoring brave warriors. Provides total protection against poison and extremely high resistance to paralysis.

Buy —  
Sell 168

### Platinum Buckle

ATK	54	HP	—	PARA	3	PSN	35
DEF	54	DEATH	15	FRZING	3	CONF	0
AGI	36	SLEEP	3	FLAMES	3	HOACH	0

A belt buckle usable by Kalas. Made with loads of platinum, this expensive buckle provides minimal increase in resistance, coupled with huge boosts to the wearer's strength, defense, and agility.

Buy —  
Sell 257

### Earth Buckle

ATK	0	HP	10%	PARA	80	PSN	20
DEF	0	DEATH	2	FRZING	50	CONF	25
AGI	0	SLEEP	80	FLAMES	50	HOACH	20

A belt buckle usable by Kalas. Blessed by Mother Earth, this buckle greatly increases resistance in several areas, yet does little to boost the wearer's physical abilities.

Buy —  
Sell 348

### Skull Buckle

ATK	60	HP	12%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOACH	99

A belt buckle usable by Kalas. The spirit trapped inside this buckle provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Buy —  
Sell 432

### Moon Buckle

ATK	70	HP	15%	PARA	1	PSN	1
DEF	100	DEATH	1	FRZING	1	CONF	1
AGI	70	SLEEP	1	FLAMES	1	HOACH	1

A belt buckle usable by Kalas. Representing the first day of the waning moon, this buckle blesses the wearer with the powers of the moon and provides a huge boost to his physical abilities.

Buy —  
Sell 560

## Equipment for Xelha

### Fancy Anklet

ATK	0	HP	—	PARA	0	PSN	30
DEF	1	DEATH	0	FRZING	0	CONF	0
AGI	4	SLEEP	20	FLAMES	0	HOACH	0

An anklet usable by Xelha. Widely available at market stalls and jewelry shops for reasonable prices, this type of anklet looks fancy but offers minimal protection.

Buy —  
Sell 2

### Anklet of Calm Winds

ATK	0	HP	3%	PARA	25	PSN	40
DEF	5	DEATH	0	FRZING	0	CONF	30
AGI	18	SLEEP	30	FLAMES	0	HOACH	0

An anklet usable by Xelha. Brings the wearer closer to the wind, greatly increasing her speed.

Buy —  
Sell 15

### Silver Anklet

ATK	9	HP	—	PARA	50	PSN	65
DEF	15	DEATH	0	FRZING	0	CONF	0
AGI	15	SLEEP	0	FLAMES	0	HOACH	20

An anklet usable by Xelha. Its simple design brings out the mysterious powers inherent in silver, increasing the wearer's resistance to poison and paralysis.

Buy —  
Sell 24

### Magical Anklet

ATK	0	HP	—	PARA	20	PSN	30
DEF	18	DEATH	5	FRZING	45	CONF	35
AGI	21	SLEEP	40	FLAMES	0	HOACH	5

An anklet usable by Xelha. Imbued with magical powers, this anklet increases the wearer's defensive abilities, agility, and resistance, yet provides no offensive bonuses.

Buy —  
Sell 33

### Water Mirror Anklet

ATK	14	HP	5%	PARA	65	PSN	0
DEF	18	DEATH	20	FRZING	0	CONF	10
AGI	12	SLEEP	50	FLAMES	80	HOACH	30

An anklet usable by Xelha. Provides high resistance to flames and moderate protection against confusion.

Buy —  
Sell 73

### Golden Anklet

ATK	25	HP	—	PARA	90	PSN	70
DEF	36	DEATH	3	FRZING	50	CONF	0
AGI	36	SLEEP	80	FLAMES	0	HOACH	0

An anklet usable by Xelha. A splendid work of pure gold, this anklet provides high resistance to paralysis, sleep and poison.

Buy —  
Sell 158

### Powder Snow Anklet

ATK	24	HP	—	PARA	0	PSN	100
DEF	30	DEATH	25	FRZING	0	CONF	0
AGI	60	SLEEP	0	FLAMES	100	HOACH	60

An anklet usable by Xelha. A rare item with an attractive design, this anklet provides total protection against flames and poison, and increases agility.

Buy —  
Sell 268

### Sun Anklet

ATK	36	HP	10%	PARA	80	PSN	40
DEF	45	DEATH	30	FRZING	100	CONF	25
AGI	15	SLEEP	80	FLAMES	0	HOACH	25

An anklet usable by Xelha. Imbued with sunlight, this anklet provides total protection against freezing as well as an all-around boost to the wearer's physical abilities.

Buy —  
Sell 351

### Skull Anklet

ATK	60	HP	14%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOACH	99

An anklet usable by Xelha. The spirit trapped inside this anklet provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Buy —  
Sell 445

### Pegasus Anklet

ATK	70	HP	17%	PARA	1	PSN	1
DEF	70	DEATH	1	FRZING	1	CONF	1
AGI	100	SLEEP	1	FLAMES	1	HOACH	1

An anklet usable by Xelha. Made from the mane of Pegasus, this near-weightless anklet provides a tremendous boost to the wearer's physical abilities—agility most of all.

Buy —  
Sell 582

## Equipment for Gibari

### Bamboo Creel

ATK	0	HP	—	PARA	30	PSN	0
DEF	6	DEATH	0	FRZING	0	CONF	0
AGI	0	SLEEP	0	FLAMES	40	HOACH	0

Usable by Gibari. This creel, originally a basket for holding fish, is a lucky charm carried by all Skyfarers. It provides moderate resistance to flames and paralysis.

Buy —  
Sell 1

### Hemp Creel

ATK	0	HP	—	PARA	10	PSN	20
DEF	9	DEATH	0	FRZING	0	CONF	0
AGI	6	SLEEP	40	FLAMES	45	HOACH	0

Usable by Gibari. A hemp basket used by generations of fishermen, this creel is knitted tightly enough to hold water with little worry of leaks. It provides moderate resistance to flames and sleep.

Buy —  
Sell 2



**Cypress Creel**

ATK	0	HP	3%	PARA	0	PSN	60
DEF	15	DEATH	0	FRZING	0	CONF	30
AGI	9	SLEEP	0	FLAMES	50	HOACH	25

Usable by Gibari. Carved from a cypress tree, this creel lets off a subtle aroma which soothes the user's senses and provides protection against headaches and confusion, among other things.

Buy 350  
Sell 3

**Bamboo Grass Creel**

ATK	0	HP	—	PARA	50	PSN	80
DEF	9	DEATH	0	FRZING	0	CONF	5
AGI	30	SLEEP	0	FLAMES	60	HOACH	5

Usable by Gibari. A genuine gem of bamboo-grass handicraft hand-knitted by a master of the trade, this creel provides high resistance to poison, partly due to the bamboo-grass' natural healing powers.

Buy —  
Sell 43

**Moonlight Creel**

ATK	24	HP	—	PARA	100	PSN	5
DEF	30	DEATH	10	FRZING	0	CONF	0
AGI	24	SLEEP	0	FLAMES	73	HOACH	50

Usable by Gibari. Shaped like a crescent moon, this creel is suited for carrying captured eels and the like. It imbues the wearer with the power of the moon, providing total protection against paralysis.

Buy 12000  
Sell 120

**Hermit's Creel**

ATK	30	HP	5%	PARA	0	PSN	0
DEF	36	DEATH	0	FRZING	0	CONF	0
AGI	42	SLEEP	0	FLAMES	30	HOACH	0

Usable by Gibari. Imbued with the powers of a dark spirit, this creel offers little in terms of protection, but makes up for this shortcoming by providing a boost to the wearer's agility.

Buy —  
Sell 158

**Goldfish Bowl**

ATK	54	HP	—	PARA	5	PSN	70
DEF	42	DEATH	0	FRZING	0	CONF	100
AGI	45	SLEEP	5	FLAMES	100	HOACH	100

Usable by Gibari. Designed to hold your favorite aquatic pet, this bowl features a cute, wavy rim. Provides a puzzling immunity to flames, headaches, and confusion.

Buy —  
Sell 263

**Poseidon's Creel**

ATK	39	HP	10%	PARA	30	PSN	15
DEF	45	DEATH	45	FRZING	0	CONF	0
AGI	30	SLEEP	100	FLAMES	90	HOACH	0

Usable by Gibari. This creel sports an engraving of Poseidon himself, complete with the trademark trident. Provides excellent protection in several areas, including some resistance to death.

Buy —  
Sell 339

**Skull Creel**

ATK	60	HP	12%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOACH	99

Usable by Gibari. The ghostly spirit trapped inside this creel provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is used.

Buy —  
Sell 465

**Creel of the Whale**

ATK	100	HP	14%	PARA	1	PSN	1
DEF	70	DEATH	1	FRZING	1	CONF	1
AGI	70	SLEEP	1	FLAMES	1	HOACH	1

Usable by Gibari. This creel provides a tremendous boost to the user's offensive capabilities, allowing attacks reminiscent of a whale swallowing entire schools of fish in a single gulp.

Buy —  
Sell 576

## Equipment for Lyude

**Dark Red Earrings**

ATK	0	HP	—	PARA	0	PSN	0
DEF	6	DEATH	0	FRZING	0	CONF	0
AGI	0	SLEEP	20	FLAMES	0	HOACH	0

Earrings usable by Lyude. These elegant, sunset-colored earrings provide the wearer with slightly increased resistance to sleep, but offer little protection otherwise.

Buy —  
Sell 3

**Glass Earrings**

ATK	0	HP	—	PARA	30	PSN	0
DEF	9	DEATH	0	FRZING	0	CONF	5
AGI	3	SLEEP	0	FLAMES	0	HOACH	5

Earrings usable by Lyude. Finely engraved, these earrings emit a mysterious sound when shaken, improving the wearer's concentration. They provide moderate resistance to paralysis.

Buy —  
Sell 13

**Ruby Earrings**

ATK	0	HP	4%	PARA	0	PSN	0
DEF	15	DEATH	0	FRZING	40	CONF	0
AGI	9	SLEEP	0	FLAMES	0	HOACH	0

Earrings usable by Lyude. The rubies on these earrings are of the highest quality, their color is regarded as a symbol of the sun. They provide increased resistance to freezing.

Buy —  
Sell 28

**Silver Earrings**

ATK	6	HP	—	PARA	15	PSN	70
DEF	21	DEATH	0	FRZING	0	CONF	30
AGI	12	SLEEP	40	FLAMES	0	HOACH	2

Earrings usable by Lyude. Made by overlaying two sheets of solid silver, these earrings bear the hallmark of their creator. They provide the wearer with high resistance to poison.

Buy —  
Sell 36

**Emerald Earrings**

ATK	12	HP	—	PARA	0	PSN	0
DEF	24	DEATH	15	FRZING	0	CONF	25
AGI	30	SLEEP	100	FLAMES	55	HOACH	20

Earrings usable by Lyude. A favorite of the legendary Queen Cleopatra, these earrings enchant the wearer with their bluish glint, removing the need to sleep.

Buy —  
Sell 83

**Gold Earrings**

ATK	30	HP	—	PARA	90	PSN	90
DEF	30	DEATH	5	FRZING	35	CONF	40
AGI	27	SLEEP	15	FLAMES	0	HOACH	5

Earrings usable by Lyude. Created near the legendary Cities of Gold, these earrings increase the wearer's physical abilities and offer near-total protection against poison and paralysis.

Buy —  
Sell 142

**Amethyst Earrings**

ATK	24	HP	7%	PARA	100	PSN	0
DEF	36	DEATH	10	FRZING	30	CONF	0
AGI	36	SLEEP	100	FLAMES	30	HOACH	0

Earrings usable by Lyude. Inlaid with natural amethyst, these earrings provide total protection against sleep and paralysis.

Buy —  
Sell 225

**Flashy Earrings**

ATK	51	HP	—	PARA	22	PSN	10
DEF	0	DEATH	0	FRZING	70	CONF	10
AGI	51	SLEEP	13	FLAMES	70	HOACH	0

Earrings usable by Lyude. Great for impressing the ladies, these earrings allow the wearer to carry out swift and powerful attacks, yet do little when on the defensive.

Buy —  
Sell 315

**Skull Earrings**

ATK	60	HP	11%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOACH	99

Earrings usable by Lyude. The spirit trapped inside these earrings provides near-total resistance to all types of effects, though the wearer will experience confusion as long as they are used.

Buy —  
Sell 401

**Platinum Earrings**

ATK	70	HP	13%	PARA	1	PSN	1
DEF	85	DEATH	1	FRZING	1	CONF	1
AGI	85	SLEEP	1	FLAMES	1	HOACH	1

Earrings usable by Lyude. Also known as the Paladin's Earrings, these artifacts provide a tremendous boost to the wearer's physical abilities, yet offer virtually no resistance to various effects.

Buy —  
Sell 515

## Equipment for Savyna

**Rubber Barrette**

ATK	0	HP	—	PARA	0	PSN	0
DEF	6	DEATH	0	FRZING	0	CONF	0
AGI	0	SLEEP	15	FLAMES	0	HOACH	0

Usable by Savyna. Easily worn, never damages the hair, and keeps it in place. This barrette enables the wearer to concentrate on the battle at hand.

Buy —  
Sell 25

**Feathered Barrette**

ATK	0	HP	3%	PARA	20	PSN	0
DEF	6	DEATH	0	FRZING	0	CONF	0
AGI	15	SLEEP	30	FLAMES	0	HOACH	0

Usable by Savyna. A fashionable design that sports feathers from a migratory bird. This barrette provides the wearer with insight into the workings of the atmosphere, increasing her agility.

Buy 5000  
Sell 50

**Butterfly Barrette**

ATK	9	HP	—	PARA	80	PSN	40
DEF	15	DEATH	5	FRZING	0	CONF	5
AGI	21	SLEEP	0	FLAMES	0	HOACH	20

Usable by Savyna. Engraved to resemble a swallowtail butterfly, this barrette provides greatly increased resistance to paralysis.

Buy —  
Sell 75

**Silver Barrette**

ATK	15	HP	—	PARA	0	PSN	70
DEF	24	DEATH	0	FRZING	0	CONF	30
AGI	21	SLEEP	45	FLAMES	0	HOACH	25

Usable by Savyna. A meticulous design that showcases the craftsman's skills, this barrette provides greatly increased resistance to poison.

Buy —  
Sell 95

**Scorpion Barrette**

ATK	30	HP	—	PARA	90	PSN	90
DEF	30	DEATH	25	FRZING	0	CONF	0
AGI	30	SLEEP	0	FLAMES	50	HOACH	45

Usable by Savyna. Intricately engraved in the shape of a life-sized scorpion, this barrette provides near-total resistance to poison and paralysis.

Buy —  
Sell 124

**Golden Barrette**

ATK	33	HP	—	PARA	80	PSN	90
DEF	36	DEATH	10	FRZING	40	CONF	45
AGI	27	SLEEP	35	FLAMES	0	HOACH	5

Usable by Savyna. Made of pure gold, this barrette provides near-total protection against poison and paralysis, as well as reasonable resistance to headaches.

Buy —  
Sell 168



**Sunflower Barrette**

ATK	0	HP	7%	PARA	0	PSN	0
DEF	30	DEATH	0	FRZING	70	CONF	0
AGI	30	SLEEP	100	FLAMES	0	HOWACH	0

Usable by Savyna. Modeled to resemble a sunflower basking in sunlight, this barrette offers extremely high resistance to sleep and freezing, yet does little to protect against other effects.

Buy —  
Sell 233

**Firedrake Barrette**

ATK	60	HP	30%	PARA	0	PSN	100
DEF	36	DEATH	50	FRZING	100	CONF	5
AGI	30	SLEEP	0	FLAMES	0	HOWACH	5

Usable by Savyna. Imbued with a Firedrake's breath, this barrette provides total protection against freezing and poison, yet sets the wearer ablaze when worn.

Buy —  
Sell 312

**Skull Barrette**

ATK	60	HP	15%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOWACH	99

Usable by Savyna. The spirit trapped inside this barrette provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

Buy —  
Sell 421

**Fairy Barrette**

ATK	85	HP	17%	PARA	1	PSN	1
DEF	70	DEATH	1	FRZING	1	CONF	1
AGI	85	SLEEP	1	FLAMES	1	HOWACH	1

Usable by Savyna. This barrette surrounds the wearer's body in fairy light, greatly increasing her physical capabilities, yet providing minimal resistance to various effects.

Buy —  
Sell 562

**Equipment for Mizuti**

**Dazed Birdie**

ATK	0	HP	—	PARA	50	PSN	0
DEF	6	DEATH	0	FRZING	0	CONF	30
AGI	12	SLEEP	75	FLAMES	0	HOWACH	0

Cute little birdie usable by Mizuti. Constantly revolves as if seeking the enemy, yet does little besides providing good resistance to sleep and paralysis.

Buy —  
Sell 35

**Tongue Birdie**

ATK	15	HP	5%	PARA	75	PSN	0
DEF	12	DEATH	0	FRZING	0	CONF	30
AGI	23	SLEEP	10	FLAMES	30	HOWACH	0

Cute little birdie usable by Mizuti. Licks approaching enemies with its tongue, yet does little besides providing good resistance to paralysis.

Buy 6000  
Sell 60

**Mohawk Birdie**

ATK	30	HP	—	PARA	20	PSN	10
DEF	12	DEATH	0	FRZING	10	CONF	30
AGI	30	SLEEP	30	FLAMES	80	HOWACH	0

Cute little birdie usable by Mizuti. Its bravado hair style is intended to frighten the enemy and break morale, though none take notice. Offers high resistance to flames.

Buy 9999  
Sell 99

**Tearful Birdie**

ATK	28	HP	10%	PARA	0	PSN	50
DEF	24	DEATH	5	FRZING	70	CONF	30
AGI	20	SLEEP	0	FLAMES	35	HOWACH	0

Cute little birdie usable by Mizuti. Designed to win the enemy's sympathy, discouraging attacks, though none take notice. Offers high resistance to freezing.

Buy —  
Sell 135

**Birdie Fatale**

ATK	9	HP	12%	PARA	90	PSN	0
DEF	36	DEATH	0	FRZING	0	CONF	0
AGI	9	SLEEP	90	FLAMES	0	HOWACH	0

Cute little birdie usable by Mizuti. Designed to enthrall the enemy with flirtatious advances, though none take notice. Provides high resistance to sleep and paralysis...and an everlasting headache.

Buy —  
Sell 186

**Cinderella Birdie**

ATK	15	HP	13%	PARA	0	PSN	100
DEF	30	DEATH	20	FRZING	90	CONF	30
AGI	39	SLEEP	0	FLAMES	0	HOWACH	0

Cute little birdie usable by Mizuti. Uses her magical gifts to entice the enemy to the world of dreams and fantasies, though none take notice. Provides high resistance to poison and freezing.

Buy —  
Sell 234

**Girlish Birdie**

ATK	36	HP	10%	PARA	97	PSN	0
DEF	45	DEATH	50	FRZING	0	CONF	30
AGI	39	SLEEP	97	FLAMES	90	HOWACH	0

Cute little birdie usable by Mizuti. Tear-filled eyes of love and hope aim at reducing enemy morale, though none take notice. Provides high resistance to various effects, including instant death.

Buy —  
Sell 276

**Mature Birdie**

ATK	60	HP	15%	PARA	35	PSN	25
DEF	45	DEATH	40	FRZING	70	CONF	30
AGI	30	SLEEP	30	FLAMES	70	HOWACH	0

Cute little birdie usable by Mizuti. Street-wise and experienced, would make any enemy think twice—if they only took notice. Provides an all-round increase to physical abilities and resistances.

Buy —  
Sell 359

**Skull Birdie**

ATK	60	HP	20%	PARA	99	PSN	99
DEF	50	DEATH	99	FRZING	99	CONF	99
AGI	40	SLEEP	99	FLAMES	99	HOWACH	99

Spooky little birdie usable by Mizuti. Its skull-like eyes are designed to demoralize the enemy—if they would only notice. The wearer is stricken with lasting confusion as long as it is worn.

Buy —  
Sell 483

**Broken Birdie**

ATK	100	HP	25%	PARA	0	PSN	0
DEF	100	DEATH	100	FRZING	0	CONF	30
AGI	70	SLEEP	0	FLAMES	0	HOWACH	0

Cute little birdie usable by Mizuti. The jack-in-the-box gimmick is designed to plunge the enemy into fits of laughter—if they would only notice. Provides total protection against instant death. Character is Confused while equipped.

Buy —  
Sell 652

## Camp Magnus

**Shish Kebab (Small)**

Buy	30
Sell	1

Looks like someone or something ate most of it. Only a few morsels of meat are left on the skewer. Oh well, food is food. HP+20% (In camp)

**Shish Kebab (Medium)**

Buy	75
Sell	1

Farm-fresh vegetables and a little beef seasoned and roasted to perfection on a skewer. HP+40% (In camp)

**Shish Kebab (Large)**

Buy	250
Sell	2

Basted and barbequed fresh meat and vegetables on a skewer. Grilled to a golden brown, this kebab is mouth-watering and delicious. HP+60% (In camp)

**Deluxe Shish Kebab**

Buy	1000
Sell	10

Peef (from Pows), chicken, fish, and vegetables skewered and lightly grilled to a golden brown. A vegetarian's nightmare, but an adventurer's delight. HP+100% (In camp)

**Deluxe Pastry**

Buy	10000
Sell	100

Not your average, everyday pastry—absolutely scrumptious. HPMAX+120 (Permanent increase. Only usable in camp.)

**Deluxe Shortcake**

Buy	—
Sell	100

Everyone wants to sink their teeth into this goody. Rare and incredibly delicious. ATK+10 (Permanent increase. Only usable in camp.)

**Deluxe Cream Puff**

Buy	—
Sell	100

The mother of all cream puffs—heavenly delight. DEF+10 (Permanent increase. Only usable in camp.)

**Deluxe Cookies**

Buy	—
Sell	100

Everyone wants to get their paws on these cookies. They're world famous and extremely rare. AGI+10 (Permanent increase. Only usable in camp.)

**Deluxe Bonbon**

Buy	—
Sell	100

Made with smooth, high-quality chocolate and other natural ingredients. VIT+10 (Permanent increase. Only usable in camp.)

**Apple Pie (Slice)**

Buy	5000
Sell	50


There's nothing like a fresh slice of apple pie to bring your spirits up. That tangy sweet, wholesome goodness always satisfies. EXP+3000 (Only usable in camp.)

**Apple Pie (Whole)**

Buy	—
Sell	100

A whole, piping hot apple pie! Made with fresh apples, island fresh sugar, and a buttery crust. Like Grandma used to make. EXP+30000 (Only usable in camp.)






**Wheat Crackers**

Buy 300  
Sell 3


Hearty crackers with a pinch of salt. These are oven baked with fresh wheat. A light snack, but packs enough punch to revive incapacitated party members. (Only usable in camp.)



**Fruity Gelatin**

Buy 200  
Sell 2

This gelatin-based dessert is made with various fruit which is then thoroughly boiled and cooled to give it that ideal fun-for-your-mouth texture. Tangy and refreshing. Cures one party member of flames. (Only usable in camp.)




**Chestnut Truffle**

Buy 100  
Sell 1

A little lump of heaven topped with a scrumptious chestnut and baked to perfection. It melts in your mouth and cures poison. (Only usable in camp.)

## Photo Magnus


### Enemy Photo



**Sabre Dragon**

HABITAT: Moonguile Forest MAX VALUE: 450


An unusually large carnivore thought to be a member of the dragon family.



**Lord of the Spring**

HABITAT: Moonguile Forest MAX VALUE: 600


Guardian of the End Magnus sealed on Sadal Suud.



**Thunderfish**

HABITAT: Lesser Celestial River MAX VALUE: 3000


Hideous fish creature residing in the Celestial River. Due to a lack of sightings, people thought it had gone extinct.



**Iron Beetle V**

AREA: Alfard Empire MAX VALUE: 17500


An enormous Imperial tank. This updated Iron Beetle is three times stronger than its predecessor.



**Lord of the Winds**

HABITAT: Shrine of the Winds MAX VALUE: 9000


Guardian of the End Magnus sealed within a huge cave in Diadem.



**Gnosis**

HABITAT: The Outer Dimension MAX VALUE: 24000


Creature from another dimension, particularly known for its utter strangeness. A very difficult creature to study, as it's not from this world.



**Iron Beetle I**

AREA: Alfard Empire MAX VALUE: 6000


Combat vehicle developed for the Imperial Army. Known as the "Iron Beetle," this is a key component of the Empire's ground force units.



**Iron Beetle II**

AREA: Alfard Empire MAX VALUE: 29250


Based on the original Iron Beetle and specially manufactured for the Emperor's personal guards. Looks similar to its predecessor, but performance is superior.



**Tree Guardian**

HABITAT: Atop the Celestial Tree MAX VALUE: 18000


Guardian of the End Magnus sealed in Anueneue.



**Magnus Giganticus**

LOCATION: Detourne, the Mystical Garden MAX VALUE: 30000


A large shadow created with leftover energy from an End Magnus.



**Sikri**

HABITAT: Outer Dimension MAX VALUE: 34500


Creature from another dimension. It's known for being full of secrets. Rather shy.



**Phantasm**

HABITAT: Cocolith, Labyrinth of Mirrors MAX VALUE: 37500


Guardian of the End Magnus sealed in Mira, beneath Duke Calbren's Manor.



**Giacomo**

HABITAT: MAX VALUE: 7500


Leader of the Empire's Dark Forces. Manages all secret operations ordered by the Emperor. Has an important connection to Kalas.



**Ayme**

HABITAT: MAX VALUE: 7500


An executive in the Empire's Dark Forces. One of the cruelest minds in the Imperial Army—yet she obeys orders faithfully.



**Geldoblame**

HABITAT: Lava Caves MAX VALUE: 45000


Emperor Geldoblame in his grotesque form, close to becoming the long-sought "Perfect Being" after being touched by the power of Cursed Malpercio.



**Naiaid**

HABITAT: Interdimensional Crack MAX VALUE: 22500


Dark soldier and servant of the wicked god. Master of "fire-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most.



**Thelassa**

HABITAT: Interdimensional Crack MAX VALUE: 22500


Dark soldier and servant of the wicked god. Master of "water-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most.



**Despina**

HABITAT: Interdimensional Crack MAX VALUE: 22500


Dark soldier and servant of the wicked god. Master of "time-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most.



**Galatea**

HABITAT: Interdimensional Crack MAX VALUE: 22500


Dark soldier and servant of the wicked god. Master of "wind-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most.



**Goddess of Ice**

HABITAT: Lake of the Dragon MAX VALUE: 48000


The wills of past Ice Queens have bonded together and taken shape as the Goddess of Ice. She tests the courage and strength of Queen Xelha through an arduous trial.



**Folon**

HABITAT: MAX VALUE: 7500


An executive in the Empire's Dark Forces. He's a half-crazed joker, but still follows orders faithfully.



**Kalas-Angel of Darkness**

HABITAT: Central Imperial Fortress MAX VALUE: 60000


Kalas with white wings, and a tainted soul after being touched by the breath of Malpercio. Deep down he's still the same Kalas.



**Agyo**

HABITAT: Zosma Tower MAX VALUE: 60000


A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Agyo has "fire-based" attributes.



**Malpercio**

HABITAT: Algorab Village MAX VALUE: 67500


The various body parts of dead gods have been crudely fused together to form Malpercio. It's a giant walking corpse, but possesses divine and enigmatic powers.



**Wizard Shadow**

HABITAT: Zosma Tower MAX VALUE: 67500


Shadow of the Ancient Earth Wizards. A collective entity of souls was awakened, and tested Mizuti to see whether she deserved to acquire the ultimate magic.



**Sibling God: He**

HABITAT: Cor Hydrae Castle MAX VALUE: 75000


A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a head once was.



**Sibling God: Che**

HABITAT: Cor Hydrae Castle MAX VALUE: 75000


A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a chest once was.



**Sibling God: Bo**

HABITAT: Cor Hydrae Castle MAX VALUE: 75000


A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a body once was.



**Sibling God: Ar**

HABITAT: Cor Hydrae Castle MAX VALUE: 75000


A nameless god sacrificed parts of its body to aid the formation of Malpercio. Flames of darkness exist where arms once were.



**Sibling God: Le**

HABITAT: Cor Hydrae Castle MAX VALUE: 75000

A nameless god sacrificed parts of its body to aid the formation of Malpercio. Flames of darkness exist where legs once were.



**Ungyo**

HABITAT: Zosma Tower MAX VALUE: 60000

A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Ungyo has "water-based" attributes.





### Imperial Soldier

**HABITAT** **MAX VALUE** 600  
Soldier of the Imperial Army, and backbone of the Alfard Empire. Take them out before they get you!



### Imperial Elite

**HABITAT** **MAX VALUE** 2400  
High ranking soldier in the Imperial Army. More mature and experienced than those in the lower-ranks.



### Imperial Blackhelm

**HABITAT** **MAX VALUE** 3000  
Well-trained, highly skilled soldier of the Imperial Army. Other soldiers refer to them in awe as part of the "Dark Unit."



### Unuk

**HABITAT** **MAX VALUE** 225  
This fearsome beast lives in forests. Its enormous fangs are used solely for combat. Swallows its prey in one gulp.



### Striper

**HABITAT** **MAX VALUE** 1500  
Fierce beast found in Diadem's Cloud Passage. Originally nocturnal, but has recently been spotted both during the day and at night.



### Magma Beast

**HABITAT** **MAX VALUE** 21750  
Fierce beast that thrives in hot climates, such as volcanic regions. High resistance to heat. Can't survive in cooler regions.



### Shawra

**HABITAT** **MAX VALUE** 150  
Blood-sucking creature that lives in forests. Doesn't have a mouth, but sucks blood from a needle at the tip of its tail.



### Blood Leaf

**HABITAT** **MAX VALUE** 6750  
Vampiric creature found in Anuenue's large colonial trees. Its narrow wings are unfit for flying. Wraps its tail around branches to rest.



### Badwin

**HABITAT** **MAX VALUE** 36000  
Blood-sucking creature that lives in the mountains. Stronger than its relative, the Shawra, as it must survive in harsh environments.



### Doomer

**HABITAT** **MAX VALUE** 375  
Enigmatic flame-filled creature that roams through the valley. A fairly common sight. It's known to swallow wind attacks.



### Gormer

**HABITAT** **MAX VALUE** 9000  
Mysterious flame-filled creature that wanders about mysterious places in a mysterious atmosphere. Its flames look intense, but aren't so hot to the touch.



### Floomer

**HABITAT** **MAX VALUE** 27750  
Mysterious flame-filled creature that wanders the blustery ice cliffs. Its flames are actually incredibly frigid and cause frostbite if touched.



### Zelmer

**HABITAT** **MAX VALUE** 7500  
A fireball-type creature living in the outer dimension. Exhibits a peculiar aura that gives chills to anyone in its path.



### Pul-Puk

**HABITAT** **MAX VALUE** 900  
An amphibious creature found in and around the celestial rivers. Tasty, indeed, but if not prepared right, its poisonous meat can be deadly. Better not try it.



### Bar-Mool

**HABITAT** **MAX VALUE** 33000  
An amphibious creature that lives in humid areas. Often seen in caves. It doesn't need much water to survive. Tasty.



### Gul-Bar-Mool

**HABITAT** **MAX VALUE** 36000  
An amphibious creature that lives in and around old ruins. Unlike others of its kind, it contains no poison. But it tastes awful!



### Cancerite

**HABITAT** **MAX VALUE** 1050  
Human-shaped amphibious creature found lurking by the riverside. Communicates in an unknown language, and acts like a rude drunkard!



### Snow Cancerite

**HABITAT** **MAX VALUE** 27000  
Human-shaped amphibious creature that loves cold places. It must continuously drink spiked eggnog to keep from freezing to death.



### Mad Cancerite

**HABITAT** **MAX VALUE** 33000  
Human-shaped amphibious creature that prefers to live in dark places. Doesn't need water, but can't get to sleep without its special eggnog.



### Albireo

**HABITAT** **MAX VALUE** 1350  
An odd creature found in Diadem. Everything except the head is covered with a slimy mucous. Stinky, slimy, yet surprisingly tasty!



### Flobo

**HABITAT** **MAX VALUE** 24750  
Strange flying creature found in the Ice Cliffs. Everything but the head is covered in mucous. Its fat tastes great!



### Mirabilis

**HABITAT** **MAX VALUE** 6300  
Large "mimic" creature found in jungles. Catches prey by imitating giant plants. Sucks juices from its victims with quills at the end of its vines.



### Lanocaulis

**HABITAT** **MAX VALUE** 23250  
Heat-resistant "mimic" creature. Its white coloring reduces heat absorption.



### Skeleton Warrior

**HABITAT** **MAX VALUE** 3750  
A wicked ghost residing in the bones of a dead human. It's not possessed with hate-filled strength and bitterness, so it shouldn't be hard to beat.



### Undead Swordsman

**HABITAT** **MAX VALUE** 6000  
A powerful ghost residing in a corpse. It is very skilled with a sword, and won't go down easy.



### Ghoulish Skirmisher

**HABITAT** **MAX VALUE** 34500  
An extremely powerful ghost residing in a corpse. The muscles have deteriorated, but it's still very strong. Fight with caution.



### Master Revenant

**HABITAT** **MAX VALUE** 37500  
Corpse controlled by an evil will. The bones have been warped by wicked magic, contorting them to look unhuman.



### Spell Shellfish

**HABITAT** **MAX VALUE** 4800  
Shellfish floating softly in midair. It's found in jungles, and has the ability to cast spells. Swallows its prey whole.



### Magic Shellfish

**HABITAT** **MAX VALUE** 8250  
Strange shellfish found in Mira. Its body-protecting shell is so hard that normal attacks won't scratch it.



### Mysterious Shellfish

**HABITAT** **MAX VALUE** 36000  
Strong shellfish with substantial magical power in Duhr. Smarter than the others of its kind, and knows more powerful magic. Only the truly brave stand a chance!



### Devil Claws

**HABITAT** **MAX VALUE** 7500  
A huge insect that nests in Anuenue's giant trees. So violent that those who attempt to catch it may be killed. Fry up this big bug for an excellent meal!



### Shadow Claws

**HABITAT** **MAX VALUE** 37500  
A huge insect found in the Greater Celestial River. It's attracted to rotten meat. Leaves dead prey for days before eating it.



### Ghost Claws

**HABITAT** **MAX VALUE** 7500  
A huge insect that lives between dimensions. Truly a hideous bug that eats its prey alive. Stay alert!



### Acheron

**HABITAT** **MAX VALUE** 5250  
A mollusk-type creature with a shell on its back. It can't bundle its four legs into its shell, but it has great defensive strength.



### Maw-Maw-Goo

**HABITAT** **MAX VALUE** 36000  
A shelled mollusk that prefers dark, humid places. Its body contains a poisonous liquid. Touching it will give you a nasty ulcer!



### Crystal Spider

**HABITAT** **MAX VALUE** 12750  
Crystalline creature from another dimension. Its hard body is difficult to shatter. Very powerful.



### Arachnid

**HABITAT** **MAX VALUE** 24000  
Crystalline creature found in the Ice Lands. It covers itself with ice by releasing cold air from all over its body!



### Devilish Hands

**HABITAT** **MAX VALUE** 9750  
A very peculiar life-form resembling a spider. They say a devil's hands were cut off as punishment. Those hands then developed a will! Creepy.



### Demon Hands

**HABITAT** **MAX VALUE** 39000  
A very peculiar life-form resembling a spider. They say a demon's hands were cut off as punishment. Those hands then developed a will! Creepy.



**Wokoob Kakish**

HABITAT: Coccolith, Labyrinth of Mirrors MAX VALUE: 15000

A strong beast created by evil gods during an ancient war. Its blood still boils with the fighting spirit of old.

**Almanek**

HABITAT: Capella, Garden of Death MAX VALUE: 34500

Powerful monster created by evil gods during an ancient war. It lost its master long ago, and has been lashing out in fury ever since.

**Mafreega**

HABITAT: Labyrinth of Duhr MAX VALUE: 34500

Heinous monster created by evil gods during an ancient war. Has vowed to destroy humans and awaits its master's return.

**Sbarb**

HABITAT: Coccolith, Labyrinth of Mirrors MAX VALUE: 13500

Fearful two-headed hunting dog of the evil gods. Definitely not man's best friend, since it eats him.

**Breacher**

HABITAT: Zosma Tower MAX VALUE: 37500

Two-headed animal that reigns as king of the animals in the ancient region. Former advance guard of the evil gods. Still hates people.

**Bauganum**

HABITAT: Labyrinth of Duhr MAX VALUE: 34500

Fearful animal that hunts intruders in the old ruins.

**Ceratobus**

HABITAT: Lava Caves MAX VALUE: 22500

Fierce animal found in volcanoes. Shoots flames from its body, never burning itself. Maybe you can grill it up.

**Foytow**

HABITAT: Lava Caves MAX VALUE: 21000

Huge insect that lives in volcanoes. Its long beak sucks the bodily juices out of its prey. Moves much faster than its looks.

**Rulug**

HABITAT: Celestial Alps MAX VALUE: 36000

Gigantic insect that lives high up in the mountains, where it has an array of prey to choose from. Sucks bodily juices from its victims in an instant!

**Imperial Walker**

AREA: Alfard Empire MAX VALUE: 19500

An Imperial technological feat. Loaded with the world's first mechanical brain. It can only process basic orders, however.

**Corrupted Walker**

WANDERS: Imperial Fortress MAX VALUE: 30000

Robotic soldier built with Imperial technology. Its offensive and defensive power has been enhanced by an evil force.

**Contaminated Walker**

WANDERS: Imperial Fortress MAX VALUE: 31500

This mechanical soldier is a product of Imperial science and engineering. Its functions have been enhanced by a wicked power of some sort.

**Gagarek**

WANDERS: Mintaka Empire MAX VALUE: 28500

This Imperial soldier used to be quite the lady's man, but ever since his soul was touched by the power of wicked gods, he just hasn't been himself. In fact, he's a full-fledged monster.

**Beberum**

WANDERS: Mintaka Empire MAX VALUE: 30750

This Imperial soldier was transformed by the powers of darkness. He definitely didn't get chicks, even before his transformation.

**Zuzlani**

WANDERS: Imperial Fortress MAX VALUE: 33000

This Imperial soldier was transformed by the powers of darkness. Originally he belonged to special forces, suffering from excessive amounts of stress. Very strong.

**Laramooga**

WANDERS: Nihal Desert MAX VALUE: 37500

One of the desert people killed in Operation Sweep. His hatred and bitterness combined with Malpercio's power brought him back.

**Alavarum**

HABITAT: Illusory Fortress of the Book MAX VALUE: 37500

Humanoid Guardian, protector of the labyrinth. Created by ancient magicians, this guardian doesn't discriminate good or evil.

**Diabolos**

HABITAT: Cor Hydrae Castle MAX VALUE: 39000

Low-ranking magical creature that wanders about the castle. Although it's not so tough, its power shouldn't be taken lightly since it's allowed to live in Cor Hydrae.

**Varalba**

HABITAT: Illusory Fortress of the Book MAX VALUE: 37500

Beast guardian of the labyrinth. Created with magic and modeled after evil beasts. It may not look so bright, but it actually is quite skilled with magic.

**Vorleg**

HABITAT: Cor Hydrae Castle MAX VALUE: 39000

Crafty, evil animal that wanders through the castle. Its high level of intelligence will turn lower-ranked evil creatures pale with fear.

**Wolgarb**

HABITAT: Cor Hydrae Castle MAX VALUE: 40500

Loyal watchdog of the gods that wanders freely about the castle. Released to devour unfaithful servants or intruders.

**Apollion**

HABITAT: Cor Hydrae Castle MAX VALUE: 40500

Servant of the gods in charge of guarding the castle. Its enormous spiked morningstar even strikes fear in the hearts of creatures lurking around the castle.

**Cursed Spell Book**

HABITAT: Ancient Library of Magic MAX VALUE: 3900

An old spell book animated by the powers of darkness. It eats small animals and insects. Digestive system unknown.

**Cursed Grimoire**

HABITAT: Ancient Library of Magic MAX VALUE: 4500

An old evil book made more evil with the evil power. Great evil power dwelled evilly in this strong, evil book, but now it's really, really evil.

**Filler**

HABITAT: Nekton, Shrine of the Spirits MAX VALUE: 11250

Energy-sucking creature which seems to exist between two dimensions. Many have spotted this creature in areas rich in folklore. Stabs victims with a needle to suck the life out.

**Gray Cancerite**

HABITAT: Nekton, Shrine of the Spirits MAX VALUE: 12000

Strange creature found lurking in the mystical forest. Looks a bit spooky, but it's probably just a fairy, or is it?

**Ray-moo**

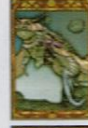
HABITAT: Nekton, Shrine of the Spirits MAX VALUE: 10500

Unusual winged creature found in the mystical forest. No one has dared to try eating such an odd creature from such a spooky place.

**Kulcaban**

HABITAT: Illusory Fortress of the Book MAX VALUE: 67500

A demi-dragon created by ancient wizards for testing purposes. Resembles the endangered Sabre Dragon, but there's no need to worry about taking it out!

**Brolokis**

HABITAT: Greater Celestial River MAX VALUE: 67500

Relative of the Thunderfish found in rivers. Its rough surface bears little similarity to a Thunderfish. They say it's endangered, but it seems many still exist.

**Rampulus**

HABITAT: Phantom Goldoba MAX VALUE: 67500

Strange creature from an outer dimension. Can't study it while it's in another dimension, but it seems to react to human consciousness.

**Fadroh**

ENCOUNTER: Imperial Fortress MAX VALUE: 52500

Malpercio's power has brought Fadroh close to the pinnacle of evil. He even has a high-ranking appeal among the forces of darkness.

**Sowzana**

ENCOUNTER: Nihal Desert MAX VALUE: 67500

A former citizen resurrected into darkness by the power of Malpercio. Made extra aggressive with his former hatred and bitterness caused by Operation Sweep.

**Imperial Guard**

HABITAT: Mintaka City MAX VALUE: 16500

Soldier serving at the Imperial capital, Mintaka. His main duty is to police the area and maintain security. Well-trained and very strong!

**Elite Imperial Guard**

HABITAT: Mintaka City MAX VALUE: 18000

Senior soldier and guard of the Imperial city. Popular among women because of his dignified look, stable income, and nice uniform. Of course, very strong!

**Slime**

HABITAT: Tower of DRUAGA MAX VALUE: 7950

Jelly-like creature that lurks about the Tower of DRUAGA. Looks tasty, but doesn't actually taste like a melon!

**Nunkirantula**

HABITAT: Nunki Valley MAX VALUE: 1200

A crystal life-form that doesn't exist in our world. Looks quite solid, but looks can be deceiving. Truly a rare specimen!

**Tentacle**

HABITAT: Atop the Celestial Tree MAX VALUE: 12000

Tentacle of the Tree Guardian watching over the End Magnus in Anuenue. Very skillful and slithery!



## Party Photo

	<b>Picture of Kalas</b> <small>VALUE 100</small>
	A youthful profile of Kalas, eyes constantly seeking the enemy. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.
	<b>Picture of Xelha</b> <small>VALUE 100</small>
	Xelha's kindness shows in her smile and tender eyes. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.
	<b>Picture of Gibari</b> <small>VALUE 100</small>
	Gibari always seems ready to achieve superhuman feats with incredible ease. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.
	<b>Picture of Lyude</b> <small>VALUE 100</small>
	Lyude in his uniform, showing signs of military discipline. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

	<b>Picture of Savyna</b> <small>VALUE 100</small>
	Those who fall under Savyna's glare are but prey awaiting the kill. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.
	<b>Picture of Mizuti</b> <small>VALUE 100</small>
	Mysterious, quirky, strange. Mizuti's mask gives little hint of any emotions behind it. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.
	<b>Maskless Mizuti</b> <small>VALUE 20000</small>
	A rare photo of Mizuti, taken without her mask. A true collector's item, this picture should fetch a hefty price.
	<b>Rare Shot of Kalas</b> <small>VALUE 10000</small>
	Kalas with a gentle smile, in stark contrast to his trademark coolness. Considered a high-quality portrait, this picture should fetch a good price.
	<b>Rare Shot of Xelha</b> <small>VALUE 10000</small>
	Xelha making sure Meemai is comfortably nestled in her hood, a token of her kindness. Considered a high-quality portrait, this picture should fetch a good price.

	<b>Rare Shot of Gibari</b> <small>VALUE 10000</small>
	Gibari sporting a big, warm, and encouraging Skyfarer smile. Considered a high-quality portrait, this picture should fetch a good price.
	<b>Rare Shot of Lyude</b> <small>VALUE 10000</small>
	Lyude's military training prevents him from smiling in battle, but all rules have exceptions. Considered a high-quality portrait, this picture should fetch a good price.
	<b>Rare Shot of Savyna</b> <small>VALUE 10000</small>
	Though not exactly friendly by default, Savyna has been known to smile a charming smile once in a great while. Considered a high-quality portrait, this picture should fetch a good price.
	<b>Rare Shot of Mizuti</b> <small>VALUE 10000</small>
	A rare picture showing Mizuti adjusting her mask. Considered a high-quality portrait, this picture should fetch a good price.
	<b>Mega Rare Mizuti Pic</b> <small>VALUE 100000</small>
	An extremely rare picture of Mizuti smiling. Those who set eyes on the smiling faces of the Earth People are said to be blessed with longlasting fortune.

## Quest Magnus

	<b>Unpopular Painting</b>
	A terrible painting by the self-proclaimed painter Misjah. Unappreciated by circles throughout the world, the artist's autograph does little to increase its minimal value.
	<b>Popular Pickup Line</b>
	A trendy pickup line, popular among the young, used to win the hearts of cautious members of the opposite gender.
	<b>Outdated Pickup Line</b>
	Pickup line that is seldom heard in this day and age, let alone recommended. Guaranteed to turn away even the least cautious members of the opposite gender.
	<b>Girl's Thoughts</b>
	The innocent, peaceful thoughts of a girl untainted by Imperial doctrines. The purity of her heart holds the power to calm people's hatred towards the Empire.
	<b>Secret Information</b>
	A well-kept secret—bane and blessing of the curious. Yet secrets are never secrets for long...
	<b>Well-known Story</b>
	Passed around a network of acquaintances, all swearing not to tell anyone, this former secret is now anything but.
	<b>Blank Magnus</b>
	An empty Magnus waiting to be imbued with the Magna Essence of some object or another. It is considered impossible to contain living creatures within a Magnus.

	<b>Pristine Water</b>
	Crystal clear water. This level of pure water is not available in many places in the world. Water can turn stagnant, and should be used or consumed as soon as possible.
	<b>Stagnant Water</b>
	Though still fit for drinking, this water has turned stagnant. Even pure water can go stale over time. Bottled water aficionados would have none of this.
	<b>Stoked Flame</b>
	Indispensable for everyday life, strong fires can be carried around or stored as Magnus, and used for light, cooking, you name it. Flames tend to weaken with time, though.
	<b>Weak Flame</b>
	A flame that has weakened over time. Suitable for all but industrial or extreme purposes.
	<b>Pow Milk</b>
	A dairy product characteristic of Cebalrai, this milk is richer than milk from other animals, and is often used for cooking. It can also be left alone and fermented to produce other dairy products.
	<b>Cloud</b>
	Diadem is known for its abundance of clouds, and some sources suggest the clouds be placed under legal protection. One reason for this may be the radical gourmets claiming to appreciate their taste...
	<b>Celestial Flower Seed</b>
	A seed from the Celestial Tree, said to bloom once every 30 years. The last blooming was 2 cycles ago, making this seed quite valuable at roughly 100 years old.

	<b>Celestial Flower Bud</b>
	A bud from the Celestial Tree. Its delicate color is highly valued in Anuevne, traditionally used in weddings for the bride's wedding gown.
	<b>Celestial Flower</b>
	A flower from the Celestial Tree, in full bloom. Its petals are said to be imbued with the magic of the Tree itself, and are often ground into powder to create healing concoctions.
	<b>Fantail Duck Egg</b>
	An egg from a duck-like animal often seen in Sadal Suud. Popular breakfast food among people of all classes, these eggs tend to generate heat and cook themselves over time.
	<b>Boiled Egg</b>
	Separated from its parent, this egg has cooked itself over time with internal heat. Radical gourmets claim to love the peculiar taste it offers.
	<b>Snow</b>
	Snow collected in the Ice Lands of Wazn. Though powdery when falling, this snow hardens over time and forms pure, rigid crystals often used as material for Wazn's famous ice sculptures.
	<b>Lava</b>
	With temperatures said to reach 1000 degrees Celsius, the beautiful color and rich appearance of lava compels radical gourmets to have a quick taste, though none have been known to ask for seconds.
	<b>Pebble</b>
	A truly mundane pebble, available practically anywhere. Considered of little value and a waste of space.
	<b>Sea Bream Fillet</b>
	A fillet from a sea bream, the main catch among Nashira's fishing folk. A chief Diadem export, the reasonable price tag makes this a must for the average citizen's dining table.



**Rotten Fillet**

A sea bream fillet left too long at room temperature. Unfit for eating and often thrown away entirely. Strangely enough, this fish never smells bad even when rotten.

**Pow Milk Yogurt**

Fermented Pow milk. Good as is, also used for cooking. Popular as a dessert among kids. Further aging is also an option.

**Pow Milk Cheese**

Derived from Pow milk yogurt, this cheese is a specialty of the Sadal Suud frontier. Often enjoyed with another local specialty, mountain apple wine.

**Rubber Mud**

Rubber-like mud that flows through the Garden of Death in Duhr, a mixture of mud and black sap from trees corrupted by the Taintclouds.

**Chunk of Rubber**

Hardened rubber mud looks and acts exactly like regular rubber. Not very useful in itself, yet who knows...it just might come in handy.

**Gold Beetle Carapace**

An old shell from the Gold Beetle, known only to live around the Celestial Tree in Anuene. Highly valued for its magnificent gold sheen, yet collectors prefer to keep these until...

**Gold Nugget**

Previously a magical Gold Beetle shell, now a gold nugget. Considered of a higher value than regular, mined gold, these natural gems are traded at astounding prices among select merchants.

**Salty Water**

Diadem's trademark clouds turn back into water, given enough time. The original clouds contained salt, hence the salty taste of this water.

**Salt**

Leave salty water lying around long enough, and you'll be left with salt. Indispensable for cooking, not to mention everyday health. A chief product of Nashira, together with sea bream fillets.

**Hot Rock**

Lava from the Lava Caves in Alford, now cool enough to touch. The rock retains part of its heat, and can be wrapped up in thick cloth and used to keep warm in freezing temperatures.

**Oil**

Used for various purposes ranging from everyday cuisine to Imperial Iron Beetle fuel, its unique taste has sparked many an argument among radical gourmets.

**Pressed Flower**

A dried, nameless flower. Flowers will wither if left alone, but retain their form if dried and preserved.

**Mountain Apple**

The mountain apple industry, along with dairy farming, is widespread in and around Cebalrai village in Sadal Suud. Tasty as is, but can also be left alone and fermented...

**Apple Vinegar**

Mountain Apple Wine has fermented further to produce vinegar. Apple Vinegar has stronger sterilizing effects than regular vinegar, and is used for first aid as well as cooking.

**Warriors' Memories**

Tokens of the noble warriors who gave their lives to protect Xelha. Though mementos may be lost over time, the memories of their owners are everlasting.

**Warriors' Mementos**

Tokens of the noble warriors who gave their lives to protect Xelha. Gram's armet is inscribed with his wife's name, and Leon's pendant holds his wife's photo.

**Golden Pick Axe**

A magical pick axe used to tear down golden walls, with limited use due to its weakened magic. Silver and copper variants are known to exist, though not in this world.

**Diadem Royal Crest**

The crest of the royal family of Diadem sports a design combining knights, a sword, and Wings of the Heart. A mere glimpse of this crest is enough to rally the Diadem Knights in any situation.

**Picture Book**

An ancient picture book with a heartwarming tale. Said to have been created by an anonymous author before the islands left the Earth for the Sky. Once property of the Ancient Library of Magic.

**Adventure Novel**

Two unlikely opponents of Imperial might—a boy who refuses to give up, and a girl who stands by him throughout. The author is said to have fled Alford. Once property of the Ancient Library of Magic.

**Dead Bluebird**

The body of a blue-winged bird found in Moongule Forest. Said to bring good luck, this bird is sought after by many.

**Naughty Novel**

A novel that was banned upon publication because of its...ahem...radical content. Once property of the Ancient Library of Magic.

**Rock Salt**

High-quality rock salt, a product of the desert village of Azha. It is often used in pastries due to its subtle sweetness, with the village of Parnasse leading yearly consumption by far.

**Mirage Weed**

Illusionary grass seen only in the Mystical Garden in Mira, which disappears into thin air shortly after being uprooted.

**Thunderfish Bone**

Bone from the head of a Thunderfish, said to have died out ages ago. There's bound to be someone in this world who would be interested in such a rare specimen.

**Mountain Apple Wine**

A specialty of Cebalrai, the main market for mountain apple wine is in and around the city of Pherkad, but exports have started going to other regions, including Diadem and Mira.

**Nameless Flower**

A nameless flower found blooming in non-descript places, its pretty looks soothe a tired mind nevertheless.

**Explosives**

Created with Imperial technology, these tubes can be detonated with a fuse, destroying nearby objects with the resulting blast. Why Larikush, a village doctor, would possess these is anyone's guess.

**Sparkling Snow**

This snow is purer than normal snow, hence its sparkling sheen. In regions where ice sculptures are popular, some craftsmen insist on using this type of snow for their work.

**Terrible Painting**

A painting by the self-proclaimed painter Misjah, who considers it a masterpiece. Unappreciated by circles throughout the world; in short, it's terrible. Will trouble anyone who receives it as a gift.

**Delinquency Stone**

A rare stone, found occasionally within Zosma Tower, in Duhr. Not especially valuable, but rumor has it that a certain old man is dying to get his hands on this stone.

**Roasted Bird**

An entire bird cooked whole, survival style. Its simple seasoning is increasingly popular among youngsters who appreciate the all-natural flavor of the ingredients.

**Maggot-ridden Meat**

Roasted poultry gone bad, rotten and filled with maggots. Eating this is out of the question, and there's no other way this could come in handy...or is there?

**Family Tree**

The genealogy of Quzman, an old man who claims his days are numbered. All the blanks must be filled in by his relatives, once they agree to visit him back in Pherkad.

**Treasured Painting**

A premium work of art by the renowned Misjah. Neglected at first, her style was recognized over time. Her work now carries exorbitant price tags, sought after by collectors and curators worldwide.



# Item Magnus

**Broken Earth Sphere**

—	9	ATK	HP 1000	DEF	—
—	—	EFF	Cure Death (100)	EFF	—
—	—	CMB	—	CMB	—

A sacred treasure of the Earth People. It was stolen two centuries ago by Calbren's ancestor. This sphere was used to seal the evil gods in each island. Its true power was lost when its surface was chipped.

Buy —  
Sell —

**Ocean Mirror**

—	9	ATK	HP 1000	DEF	125(75)
—	—	EFF	—	EFF	Resist All (+100)
—	—	CMB	—	CMB	—

A sacred treasure of the Ice Lands. The divine light within this mirror contains power that can quell the spirits of darkness. This may be the only way to save Kalas from darkness...

Buy —  
Sell —

**Sword of the Heavens**

—	9	ATK	188 (113)	DEF	153(113)
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	2

A sacred treasure of the Earth People, this sword was used a millennium ago to defeat the gods, along with the Ocean Mirror. Even Malpercio should feel its might.

Buy —  
Sell —

**Broken Heaven Sword**

—	9	ATK	63 (383)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

A sacred treasure of the Earth People, this sword was used a millennium ago to defeat the gods, along with the Ocean Mirror. Even Malpercio should feel its might.

Buy —  
Sell —

**Broken Ocean Mirror**

—	9	ATK	HP 250	DEF	38 (23)
—	—	EFF	—	EFF	Resist All (+20)
—	—	CMB	—	CMB	—

A sacred treasure of the Ice Lands. The divine light within this mirror contains power that can quell the spirits of darkness. The mirror's true power was lost when it was shattered.

Buy —  
Sell —

**Escape**

—	RND 1-8	ATK	Escape	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Allows the party to escape from combat. This can only be used at the beginning of an offensive round.

Buy —  
Sell —

**Camera 1**

—	RND 1-8	ATK	Take photo	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

A basic camera for taking photos of monsters and party members. It takes around 10 minutes for photos to fully develop. Sell monster photos for a nice little profit.

Buy —  
Sell —

**Camera 2**

—	RND 1-8	ATK	Take photo	DEF	—
—	RND 1-9	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Easier to carry, easier to snap shots. Allows better focusing on fast-moving targets. Photos still need around 10 minutes to develop fully.

Buy —  
Sell —

**Camera 3**

—	RND 7-9	ATK	Take photo	DEF	—
—	RND 1-8	EFF	—	EFF	—
—	RND 1-9	CMB	—	CMB	—

Though this deluxe camera may resemble a single-lens reflex, the photos taken are self-developing, needing only 10 minutes to provide proof of your photographic talents—or lack thereof.

Buy —  
Sell —

**Voice 1**

—	Odd	ATK	Taunt	DEF	—
—	—	EFF	5% Prize	EFF	—
—	—	CMB	2	CMB	—

The character taunts the enemy.  
A Level 1 taunt adds a 5% prize if included in a combo attack.

Buy —  
Sell —

**Voice 2**

—	Even	ATK	Taunt	DEF	—
—	RND 1-8	EFF	6% Prize	EFF	—
—	—	CMB	2	CMB	—

The character taunts the enemy.  
A Level 2 taunt adds a 6% prize if included in a combo attack.

Buy —  
Sell —

**Voice 3**

—	Odd	ATK	Taunt	DEF	—
—	RND 1-9	EFF	7% Prize	EFF	—
—	—	CMB	2	CMB	—

The character taunts the enemy.  
A Level 3 taunt adds a 7% prize if included in a combo attack.

Buy —  
Sell —

**Voice 4**

—	Even	ATK	Taunt	DEF	—
—	RND 1-9	EFF	8% Prize	EFF	—
—	RND 1-8	CMB	2	CMB	—

The character taunts the enemy.  
A Level 4 taunt adds an 8% prize if included in a combo attack.

Buy —  
Sell —

**Voice 5**

—	Odd	ATK	Taunt	DEF	—
—	RND 1-9	EFF	9% Prize	EFF	—
—	RND 1-8	CMB	2	CMB	—

The character taunts the enemy.  
A Level 5 taunt adds a 9% prize if included in a combo attack.

Buy —  
Sell —

**Voice 6**

—	Even	ATK	Taunt	DEF	—
—	RND 1-9	EFF	10% Prize	EFF	—
—	RND 1-8	CMB	2	CMB	—

The character taunts the enemy.  
A Level 6 taunt adds a 10% prize if included in a combo attack.

Buy —  
Sell —

**Plain Pastry**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	HPMAX +2%	EFF	HPMAX +2%
—	RND 1-8	CMB	—	CMB	—

It's only a plain pastry, but its classic taste is enough to make even the hardest adventurer smile. HPMAX+2% (Temporary increase; lasts till the end of the current battle.)

Buy 2200  
Sell 22

**Jumbo Pastry**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	HPMAX +5	EFF	HPMAX +5%
—	RND 1-8	CMB	—	CMB	—

Incredibly moist, delicious, and bigger than most, just one bite is a little taste of heaven. HPMAX+5% (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 59

**Shortcake (Small)**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	ATK +20	EFF	ATK +20
—	RND 1-8	CMB	—	CMB	—

Its light sponginess combined with the sweet, yet tangy flavor unique to fresh strawberries makes this a winner. ATK+20 (Temporary increase; lasts till the end of the current battle.)

Buy 2200  
Sell 22

**Shortcake (Large)**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	ATK +40	EFF	ATK +40
—	RND 1-8	CMB	—	CMB	—

Four layers of cake with whipped cream sandwiched between layers and mixed with a crushed strawberry topping. ATK+40 (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 59

**Mini Cream Puff**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	DEF +20	EFF	DEF +20
—	RND 1-8	CMB	—	CMB	—

A mini-pastry with fresh whipped cream in the middle. DEF+20 (Temporary increase; lasts till the end of the current battle.)

Buy 2200  
Sell 22

**Cream Puff**

—	RND 1-8	ATK	—	DEF	—
—	RND 1-8	EFF	DEF +40	EFF	DEF +40
—	RND 1-8	CMB	—	CMB	—

A light, flaky pastry with fresh whipped cream in the middle. Sprinkled with a pinch of powdered sugar. DEF+40 (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 59

**Magic Beans-Death**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	Resist Death (+100)
—	—	CMB	—	CMB	—

Mysterious, colored beans that boost resistance to death-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy 8000  
Sell 80

**Magic Beans-Sleep**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	Resist Sleep (+100)
—	—	CMB	—	CMB	—

Mysterious, colored beans that boost resistance to sleep-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-Paralysis**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	Resist Para (+100)
—	—	CMB	—	CMB	—

Mysterious, colored beans that boost resistance to paralyzing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-Ice**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	Resist Frz (+100)
—	—	CMB	—	CMB	—

Mysterious, colored beans that boost resistance to freezing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80



**Magic Beans-Flame**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist Flames (+100)	—
—	—	CMB —	CMB —

Mysterious, colored beans that boost resistance to flame-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-Poison**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist Poison (+100)	—
—	—	CMB —	CMB —

Mysterious, colored beans that boost resistance to poisoning effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-Headache**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist Hdach (+100)	—
—	—	CMB —	CMB —

Mysterious, colored beans that boost resistance to headache-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-Confuse**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist Confu (+100)	—
—	—	CMB —	CMB —

Mysterious, colored beans that boost resistance to confusion-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-All +50**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (+50)	—
—	—	CMB —	CMB —

Mysterious, colored beans that moderately boost resistance to all negative effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Magic Beans-All +100**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (+100)	—
—	—	CMB —	CMB —

Mysterious, colored beans that greatly boost resistance to all negative effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

Buy —  
Sell 80

**Beef Jerky**

—	RND 1-8	ATK Heal HP (500)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Seasoned with black pepper. Bursts of flavor will tingle your palate with every bite. The more you chew it the better it tastes.

Buy —  
Sell 12

**Pet Food**

—	RND 1-8	ATK 66	DEF —
—	—	EFF Hdach (30%)	EFF Hdach (30%)
—	—	CMB —	CMB —

Pet food is food for pets, you know!...Even if it's nutritionally balanced. Not a good idea for humans to eat food made from poor-quality meat.

Buy —  
Sell 3

**Grilled Hamburger**

—	RND 1-8	ATK Heal HP (700)	DEF —
—	—	EFF Cure Frz (40%)	EFF Resist Frz (+40)
—	—	CMB —	CMB —

Freshly sautéed hamburger. Cooked to a perfect brown just for you. Juicy and full of flavor.

Buy —  
Sell 25

**Vanilla Ice Cream**

—	RND 1-8	ATK Heal HP (910)	DEF —
—	—	EFF Cure Frz (90%)	EFF Cure Frz (100%)
—	—	CMB —	CMB —

Rich, creamy ice cream made with fresh milk and vanilla beans. Melts in your mouth—refreshing and delicious.

Buy —  
Sell 4

**Beef Stew**

—	RND 1-8	ATK Heal HP (1200)	DEF —
—	—	EFF Cure Frz (99%)	EFF Resist Frz (+99)
—	—	CMB —	CMB —

Simmered on a low flame, and cooked in a stone pot. Its tender beef, carrots, potatoes, and more will take your tastebuds on the ride of their lives.

Buy —  
Sell 15

**Cheese Fondue**

—	RND 1-8	ATK Heal HP (125)	DEF —
—	—	EFF —	EFF Resist Hdach (+50)
—	—	CMB —	CMB —

Simmered on a low flame, and cooked in a stone pot. Its tender beef, carrots, potatoes, and more will take your tastebuds on the ride of their lives.

Buy —  
Sell 27

**Coat of Gallantry**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF ATK+30
—	—	CMB —	CMB —

Worn by warriors long passed away, this coat draws out raw courage from the depths of one's soul.

Buy —  
Sell 10

**Deluxe Fireworks Set**

—	RND 1-8	ATK 145 (87)	DEF —
—	—	EFF Flames (100%)	EFF Resist Frz (+100)
—	—	CMB —	CMB —

This set contains top-quality fireworks. They create huge flower-shaped sparks—ideal for those warm summer nights. Handle with care, as materials may explode...

Buy —  
Sell 5

**Grapes**

—	RND 1-8	ATK Heal HP (100)	DEF —
—	—	EFF —	EFF Resist Flames (+35)
—	—	CMB —	CMB —

Sweet grapes, juicy and ripe! Better eat them quick, as the natural sugars will make them rot before you know it.

Buy 950  
Sell 9

**Rotten Grapes**

—	RND 1-8	ATK —	DEF —
—	—	EFF Poison (10%)	EFF —
—	—	CMB —	CMB —

Eating these is sure to give you a stomachache. They say some of the finest wines are made from rotten grapes though, so maybe you should wait and see...

Buy —  
Sell 1

**Deluxe Sweet Wine**

—	RND 1-8	ATK Heal HP (135)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Botrytis cinerea is a phytogetic bacteria that brings out the moist, condensing sugars within—hence the sweetness. Keep this wine in a cool place. Exposure to light is a no-no.

Buy —  
Sell 18

**Vinegar**

—	RND 1-8	ATK 58 (35)	DEF —
—	—	EFF Paralysis (25%)	EFF —
—	—	CMB 2	CMB —

Believe it or not, some people like to drink it straight. Most people, however, are better off sprinkling it on rice to make sushi rice.

Buy —  
Sell 6

**Sun-dried Wine**

—	RND 1-8	ATK —	DEF —
—	—	EFF Confuse (20%)	EFF —
—	—	CMB 2	CMB —

This is what you get for exposing your Deluxe Sweet Wine to the light. It's spoiled now! Take a swig to punish yourself. It will teach you the importance of proper storage.

Buy —  
Sell 1

**Uncooked Rice**

—	RND 1-8	ATK Heal HP (20)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

White rice is easily cooked with water in a pot over flames. Long ago it was cooked over a charcoal fire. Make sure to time it right for best results.

Buy 120  
Sell 1

**Japanese Rice Wine**

—	RND 1-8	ATK Heal HP (100)	DEF —
—	—	EFF Cure Death (66%)	EFF Resist Death (+30)
—	—	CMB —	CMB —

Premium rice wine with 35% milled rice. Put it over a flame for great Hot Rice Wine. Goes well with fresh or salt-dried fish.

Buy —  
Sell 80

**Lukewarm Rice Wine**

—	RND 1-8	ATK —	DEF —
—	—	EFF Cure Frz (7%)	EFF Resist Frz (+15)
—	—	CMB —	CMB —

Lukewarm Rice Wine. Warmed to body temperature to enhance the flavor and reduce liver strain.

Buy —  
Sell 25

**Hot Rice Wine**

—	RND 1-8	ATK —	DEF —
—	—	EFF Cure Frz (60%)	EFF Resist Frz (+60)
—	—	CMB —	CMB —

It's hot. Commonly made in extremely cold regions. Virtually no smell, but one sip will knock your socks off. Most of the alcohol has evaporated.

Buy —  
Sell 30

**Holy Grail**

—	RND 1-8	ATK Heal HP (1)	DEF —
—	—	EFF Cure Death (66%)	EFF Resist Death (+80)
—	—	CMB —	CMB —

A grail blessed with holy power. Any liquid poured into it will be purified. Often filled with refined rice wine for rituals.

Buy —  
Sell 70

**Sacred Wine**

—	RND 1-8	ATK Heal HP (500)	DEF —
—	—	EFF Cure Death (100%)	EFF —
—	—	CMB —	CMB —

Ceremonial wine offered to the gods. Use this on your enemies, then use Light Yell I repeatedly to gain a level.

Buy —  
Sell 100

**Oakwood**

—	RND 1-8	ATK Can be used when smoking, but nothing happens	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Very sturdy wood which turns to highly dense, top-quality charcoal when burned at a high temperature.

Buy —  
Sell 22

**Doll of Lies**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (-40)	EFF —
—	—	CMB —	CMB —

"Me! I hate lying! By the way, have you heard of a Sashimi Boat? Basically it's a bunch of raw fish lined up in a little boat. Tastes awful. Don't try it."

Buy —  
Sell 2



**Deluxe Charcoal**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 5

Its moisture has completely evaporated. Tap on its hard, dense shell to hear a sharp sound. Roast Skipjack with this to make Minced Skipjack.

**Charcoal**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Wood was cooked over high temperatures and carbonized to make this. Perhaps its infrared rays give meat cooked with it a very special flavor. Use it to cook fluffy, delicious rice as well.

**Rice**

—	RND 1-8	ATK	Heal HP (800)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 3

This fluffy rice should be eaten right away or it will harden and get sticky. For sushi, blend in vinegar and cool with a fan.

**Rice Paste**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Paralysis (100%)	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 1

Sticky rice. Used like paste or glue in the old days for mending doors and whatnot. Use it to put your enemy in a sticky situation.

**Sushi Rice**

—	RND 1-8	ATK	Heal HP (300)	DEF	—
—	—	EFF	Cure Death (33%)	EFF	Resist Death (+50)
—	—	CMB	1	CMB	1

Buy —  
Sell 5

Vinegary rice is a must for sushi. Using normal rice would taste like nothing more than sashimi with rice. This special recipe has played a major part in making sushi famous.

**Squid**

—	RND 1-8	ATK	Heal HP (290)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 2500  
Sell 25

This squid is fresh, and it makes great sushi. Roasted over a low flame and fanned carefully, it makes a delicious snack that goes well with rice wine.

**Rotten Fish**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Poison (20%)	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 1

Putrid and disgusting. You waited too long and this is what you get.

**Roasted Squid**

—	RND 1-8	ATK	Heal HP (1000)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 30

Like mother used to make! This squid has lost its moisture, so it's tough, but chew on it to release hidden bursts of flavor. Great with rice wine.

**The Silent Woman**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 60

Mysterious, yet pleasing to the eye. The shadowy atmosphere gives this woman a calm, yet contemplative aura as she sits in silence. Set it under a dim light.

**Model Boat**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 65

Intricate model crafted with care and patience. So realistic that, at a glance with a telescope, one might mistake it for a real boat. Adds a nice touch to any room.

**Green Tea**

—	RND 1-8	ATK	Heal HP (770)	DEF	—
—	—	EFF	Cure Confu (50%)	EFF	Cure Confu (80%)
—	—	CMB	1	CMB	1

Buy —  
Sell 4

Goos with anything. Its therapeutic aspects enhance health and beauty. Green Tea is an amazing drink that tastes great in a large mug.

**Large Teamug**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 2

Even tea tastes better in a special mug. It complements a great meal, too. Go ahead and try Green Tea in this mug!

**Deluxe Green Tea**

—	RND 1-8	ATK	Heal HP (1500)	DEF	—
—	—	EFF	Cure Confu (100%)	EFF	Cure Confu (100%)
—	—	CMB	1	CMB	1

Buy —  
Sell 9

A hot mug of Deluxe Green Tea is good for the soul. Some people swoosh it around in their mouth instead of brushing their teeth. Maybe that's not such a good idea, though.

**Young Wasabi Root**

—	RND 1-8	ATK	Heal HP (1)	DEF	—
—	—	EFF	Cure Death (60%)	EFF	Resist Death (+60)
—	—	CMB	1	CMB	1

Buy 7100  
Sell 71

This precious young wasabi root needs to be nurtured and grown in a dark area. Full-grown Japanese horseradish makes quite the spice. It's really hot!

**Wasabi Root**

—	RND 1-8	ATK	Heal HP (650)	DEF	—
—	—	EFF	Cure Death (80%)	EFF	Resist Death (+80)
—	—	CMB	1	CMB	1

Buy —  
Sell 80

This Japanese horseradish is not quite full-grown yet. To get top-grade wasabi root, pristine water is indispensable.

**Deluxe Wasabi Root**

—	RND 1-8	ATK	Heal HP (880)	DEF	—
—	—	EFF	Cure Death (100%)	EFF	Resist Death (+100)
—	—	CMB	1	CMB	1

Buy —  
Sell 105

Top-grade wasabi nurtured with pristine water. Ground up into paste, it is used to spice up sashimi. Careful though, eating a lot can make you cry.

**Wheat**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	DEF+30	EFF	DEF+30
—	—	CMB	1	CMB	1

Buy 1500  
Sell 15

Fermented wheat is the chief ingredient for beer. Mixed with water, kneaded, and baked at a medium heat makes it into good bread. It's an all-purpose grain that can be used for numerous recipes.

**Beer**

—	RND 1-8	ATK	Heal HP (850)	DEF	—
—	—	EFF	DEF+30	EFF	DEF+60
—	—	CMB	1	CMB	1

Buy —  
Sell 8

Made with 100% malt. A chicken kebab and peanuts go great with it. What a way to wind down after a hard day's work. Prohibited by law for those under age 21.

**Silkworm**

—	RND 1-8	ATK	Heal HP (180)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 1

Silkworms feed on mulberry leaves. They may look gross, but they're valued as nutritious snacks in some regions.

**Cocoon**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 1

Made with thread spun by a silkworm. Cocoons are made up of a special fiber used to make silk. Once the moth comes out though, the value drops dramatically.

**Silk**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 30000

Only a small sheet, but it's first-class silk. Fine and glossy. Soft to the touch, and reminiscent of a goddess' dress.

**Fresh Beef**

—	RND 1-8	ATK	56	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 9

It's fresh beef, but may be harmful when eaten raw. Best eaten rare after being roasted lightly over a fire. Preferably charcoal-broiled.

**Rotten Meat**

—	RND 1-8	ATK	62	DEF	—
—	—	EFF	Poison (35%)	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 1

Gives out a rotten smell that drives everyone away. Whether stewed or fried, one bite should send you straight to the bathroom.

**Birch**

—	RND 1-8	ATK	Can be used when attacking but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy —  
Sell 35

Some popular tourist spots display nice birchwood crafts carved with a Sculpting Knife. Chewing gum made from birch sap is said to prevent tooth decay.

**Birch Sap Gum**

—	RND 1-8	ATK	Heal HP (250)	DEF	—
—	—	EFF	Cure Confu (30%)	EFF	Cure Confu (50%)
—	—	CMB	1	CMB	1

Buy —  
Sell 1

Gum made from natural tree sap. Chewing it thoroughly kills germs and prevents tooth decay. Also good after a barbecue to freshen the breath.

**Milk**

—	RND 1-8	ATK	Heal HP (115)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Buy 250  
Sell 2

Milk fresh from the cow's udder. Strawberry Milk, made from the best milk, sugar, and fresh strawberries, is as good as milk drinking gets!

**Cheese**

—	RND 1-8	ATK	Heal HP (140)	DEF	—
—	—	EFF	—	EFF	Resist Hdach (+30)
—	—	CMB	1	CMB	1

Buy —  
Sell 3

Slice it up with a fork instead of a knife. Cutting it into super-thin slices lets you enjoy the flavor much longer. The perfect complement to wine.



**Green Mold**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Poison (70)	EFF	—
—	—	CMB	1	CMB	—

It's slimy and gross. Don't eat it, okay? Use Chronos Yell Lv 1 a few times in battle after using Green Mold to gain a level.

Buy —  
Sell 1

**Sugar Cane**

—	RND 1-8	ATK	Heal HP (10)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

A hardy green plant grown down south. Chew on it awhile to fill your mouth with its sweet juices. Usually made into sugar, but some use it for cooking.

Buy 800  
Sell 8

**Sugar**

—	RND 1-8	ATK	Heal HP (30)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Now used in a wide variety of cooking, but formerly valued as a soothing medicine. Indispensable for making fruit tarts.

Buy —  
Sell 2

**Strawberries**

—	RND 1-8	ATK	Heal HP (220)	DEF	—
—	—	EFF	Cure Flames (33%)	EFF	Cure Flames (66%)
—	—	CMB	1	CMB	1

Big, fresh, juicy strawberries. Great when squeezed over shaved ice or as a topping for sugartarts. Use them for various recipes.

Buy 3800  
Sell 38

**Rotten Fruit**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Poison (10%)	EFF	—
—	—	CMB	1	CMB	—

Once a healthy ripe fruit, now it's smelly and gross. Some say eating it just before it gets rotten is best. But letting it go this long is pushing it.

Buy —  
Sell 1

**Flower Bud**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Para (10%)	EFF	Resist Para (+30)
—	—	CMB	1	CMB	1

Just waiting to blossom into the world. Give it some light, and it should open up into a gorgeous flower before you know it.

Buy 850  
Sell 8

**Dead Flower**

—	RND 1-8	ATK	25 (15)	DEF	—
—	—	EFF	Poison (20%)	EFF	—
—	—	CMB	1	CMB	—

What a tragedy. Maybe it didn't get enough sunlight. Or perhaps it longed to be with its fellow flowers in a garden.

Buy —  
Sell 1

**Pretty Flower**

—	RND 1-8	ATK	Heal HP (50)	DEF	—
—	—	EFF	Cure Para (30%)	EFF	Resist Para (+60)
—	—	CMB	1	CMB	1

Careful watering leads to a beautiful flower. But be careful not to water too much. A flower like this doesn't last long.

Buy —  
Sell 10

**Root-rotten Flower**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Sleep (30%)	EFF	—
—	—	CMB	1	CMB	—

Sometimes the most vital parts are hidden from the eye. A flower without healthy roots will wilt from lack of nutrition.

Buy —  
Sell 1

**Dried Flowers**

—	RND 1-8	ATK	Heal HP (1)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

A dried flower will last a long time. Just add water to restore its beauty! Good for ornamental, as well as medicinal, purposes.

Buy —  
Sell 5

**Doll**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Sleep (25%)	EFF	—
—	—	CMB	1	CMB	—

This is a weird little doll. Give it a flower and it might cheer up. Eventually a soul may decide to reside in this doll. If it does, better hope for a nice one!

Buy —  
Sell 3

**Crying Doll**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Headache (30%)	EFF	Headache (30%)
—	—	CMB	1	CMB	1

If you have a doll in your room, you'd best examine it closely, especially around the eyes. If it's not normal, place it on a window sill where the sun shines in brightly to cleanse out the evil!

Buy —  
Sell 7

**Cute Doll**

—	RND 1-8	ATK	Heal HP (270)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Popular among collectors of all ages. Innocent, cute design can be very comforting and healing. But if you spoil her too much...WATCH OUT!

Buy —  
Sell 6

**Hate-filled Doll**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Resist All (-10)	EFF	—
—	—	CMB	1	CMB	—

Her pouty lips are cute in a way, but looking at her too long could put you in a bad mood. If you want her back to normal, try getting her out of the darkness.

Buy —  
Sell 10

**Apple**

—	RND 1-8	ATK	Heal HP (590)	DEF	—
—	—	EFF	Cure Hdach (60%)	EFF	Cure Hdach (60%)
—	—	CMB	1	CMB	1

Long ago, Chronos was charmed by the red apple, and decided to declare it as a forbidden fruit so he could have them all to himself. Could this story be true? Why don't you take a bite and find out...

Buy 1000  
Sell 10

**Forbidden Fruit**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Sleep (100%)	EFF	—
—	—	CMB	1	CMB	—

Eating this fruit induces a holy sleep on its victim beyond time and space. After using this in battle, use Chronos Yell Lv 3 several times to increase 1 level.

Buy —  
Sell 500

**Egg**

—	RND 1-8	ATK	Heal HP (350)	DEF	—
—	—	EFF	DEF+40	EFF	DEF+80
—	—	CMB	1	CMB	1

A large bird egg. It's mighty tasty when fried, but controlling the heat is difficult. Maintaining a moderate heat requires special care.

Buy 800  
Sell 8

**Ugly Duckling**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Truly a lonely duck. He just wants to play with the other ducks, but no one will take him in because of his odd face and misshapen wings. Poor little fella.

Buy —  
Sell 1

**Swan**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Confu (100%)	EFF	—
—	—	CMB	1	CMB	—

The Ugly Duckling has grown into a beautiful swan! After using this Swan in battle, use Wind Yell Lv 3 several times to increase 1 level.

Buy —  
Sell 1

**Bomb**

—	RND 1-8	ATK	50 (30)	DEF	—
—	—	EFF	Flames (33%)	EFF	—
—	—	CMB	1	CMB	—

Jam-packed with explosives and highly sensitive to shock, this bomb will explode on contact. Handle it with care to avoid any serious accidents.

Buy —  
Sell 5

**Dud Bomb**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

It's a dud. It hasn't been defused though, so be careful with it. Use Fire Yell Lv 1 on the enemy several times after using the Dud Bomb to increase 1 level.

Buy —  
Sell 1

**Green Light**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Green light! When the signal is green you may cross. But look both ways before crossing, as there's always the chance of being hit by some maniac in a rush to his own funeral.

Buy —  
Sell 1

**Yellow Light**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Yellow light! When the light is yellow, you must make a split-second judgment whether to slow down...or FLOOR IT! Let's be safe.

Buy —  
Sell 1

**Red Light**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Red light! Now, now. Come to a complete stop at the red light. Failing to do so could be very dangerous.

Buy —  
Sell 1

**Chunk of Ice**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Freezing (10%)	EFF	Resist Flames (+50)
—	—	CMB	1	CMB	1

This ice is made from pristine water. Makes a great treat when shaved and mixed with fruity flavors. Eat immediately before it melts. Also useful for chilling fruit.

Buy 100  
Sell 1

**Mineral Water**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Psn (66%)	EFF	Cure Psn (66%)
—	—	CMB	1	CMB	1

Pristine water from age-old, mountaintop ice. Tasty and cleansing. Water quality is crucial for any recipe.

Buy 50  
Sell 1

**Ice Sculpture**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Freezing (20%)	EFF	Resist Flames (+50)
—	—	CMB	1	CMB	1

A famous artist won a gold medal at the Snow Festival for this masterpiece. So lifelike it's scary. And to think, if it melts, it's nothing but a pool of water.

Buy —  
Sell 50



**Cherries**

—	RND 1-8	ATK	Heal HP (690)	DEF	—
—	—	EFF	Cure Para (100%)	EFF	Resist Para (+99)
—	—	CMB	—	CMB	—

Buy —  
Sell 75

Sweet cherries. There's nothing like that feeling you get when popping a cherry in your mouth, plucking off the stem, and biting into that sweet goodness. Just don't eat the seeds.

**Orange**

—	RND 1-8	ATK	Heal HP (350)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 3

Oranges are high in Vitamin C, juicy, and delicious. Thanks to new agricultural techniques, this one is better than ever. Try freezing it for a refreshing summer snack.

**Frozen Tangerine**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Flames (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy 400  
Sell 4

It melts in your mouth like sorbet! Go on, give it a try. Use Aqua Yell Lv 1 against the enemy several times after the Frozen Tangerine to increase I level.

**Melon**

—	RND 1-8	ATK	Heal HP (180)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 80

Top-quality melon. The sweetest part is towards the center, but it gets juicier towards the peel. One spoonful of melon will bring joy to your heart.

**Pac-Man**

—	RND 1-8	ATK	90	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Long ago, this legendary hero took on as many as 4 enemies at once—at times confronting them, and at other times fleeing. Some say he had an addiction to pellets, while others say he fought ghosts.

**Pac-Land**

—	RND 1-8	ATK	120	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

A hero with a tender heart who took a lost fairy back to fairyland. He may look plump at a glance, but he's got all the moves when it comes to getting out of a pinch!

**Pac-Mania**

—	RND 1-8	ATK	150	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

He can hop his way out of a jam any day with skillful jumps. No matter how many enemies there are, or how strong they may be, he will face them with dignity.

**Peach**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Flames (80%)	EFF	Cure Flames (95%)
—	—	CMB	—	CMB	—

Buy 600  
Sell 6

Its fuzz is soft to the touch. This peach is juicy and sweet. It's larger than any peach you've ever seen! A baby could practically fit inside.

**The Peach Boy**

—	RND 1-8	ATK	64	DEF	—
—	—	EFF	Death (2%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

A.K.A. MOMO-Taro, the Peach Boy was born of a giant peach. He's the legendary hero that fought ogres with his companions—a dog, a monkey, and a pheasant.

**Wonder MOMO**

—	RND 1-8	ATK	Heal HP (2800)	DEF	—
—	—	EFF	Cure All (100%)	EFF	Resist All (+100)
—	—	CMB	—	CMB	—

Buy —  
Sell 1

It's a bird, it's a plane, it's... Wonder MOMO! MOMO is a normal girl, but with that red suit and those hot boots, it's time to kick evil super villain butt!

**Fruit Sorbet**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Headache (33%)	EFF	Headache (33%)
—	—	CMB	—	CMB	—

Buy —  
Sell 6

Fresh fruit was cut up into bite-size pieces and frozen to make this yummy treat. Served in a fancy glass dish. Don't eat it too fast or you'll get a headache!

**Fruit Tart**

—	RND 1-8	ATK	Heal HP (600)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 15

Made with seasonal fruit. A favorite among the women. Some even buy a whole tart for lunch. Don't get carried away though, or those extra pounds you've been dreading will sneak up on you again!

**Pine Tree**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy 1700  
Sell 17

A fragile bonsai pine that looks as if it may be knocked over by a baseball hit by those pesky brats across the street. It would sure look great if you did something to it with the Sculpting Knife...

**Pine Tree Sap**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Paralysis (20%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 5

Super sticky sap extracted from a pine tree. You could use it to glue furniture to the floor, but it's more commonly used to gum up the enemies.

**Cedar Tree**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy 2100  
Sell 21

Some cedar trees are said to grow for 2000 years or more and have enormous trunks. Extract the sap before it dries up.

**Cedar Tree Sap**

—	RND 1-8	ATK	Heal HP (380)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 3

Sap extracted from a cedar tree. Its sweetness explains why stag beetles flock to it (only to become trapped and later turn to fossils).

**Amber**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 2000

Cedar tree sap turns to precious amber over time. Use Chronos Yell Lv 2 against the enemy several times after using Amber to increase I level.

**Dog Carving**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 10

A very nice dog carving made from white birch. Its expressions seem to change depending on the amount of light shining on it. Would be a faithful companion were it real.

**Monkey Carving**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 10

This monkey carving was whittled from an expensive bonsai pine tree. Its sharp eyes look full of justice. Surely it can see through all those with evil intentions.

**Pheasant Carving**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 10

This work of art was carved from cedar. Beautiful posture from head to tail. An advanced technique was required for the detailed leg design.

**Branches**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

A few twigs and branches. There's still a small trace of the mighty tree they came from in the scent. Other than that, they're just plain old branches. Burn 'em, snap 'em, trade with your friends...

**Rotten Wood**

—	RND 1-8	ATK	2	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Covered with mold and waterlogged, this can't even be used for firewood. Even mushrooms won't dare to grow on this wood.

**Incense**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Sleep (45%)	EFF	Sleep (100%)
—	—	CMB	—	CMB	—

Buy —  
Sell 14

Created by natural process. This incense has a mild scent that is sure to relax the mind and soothe the soul. That is, if you're not allergic to it...

**Ashes**

—	RND 1-8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

These are the chief ingredient in certain chemicals or detergents, but they're pretty much useless otherwise. Evil ashes may form if you burn cursed paper.

**Treasure**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 20000

Valuable treasure that would delight a connoisseur. Amongst the sparkling jewelry are rings and a tiara once owned by an ancient princess.

**Green Bananas**

—	RND 1-8	ATK	6	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy 500  
Sell 5

Freshly picked bananas. They're unripe and contain little sugar or nutrition. Quite bitter and hard to eat like this.

**Bananas**

—	RND 1-8	ATK	Heal HP (90)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy 180  
Sell 1

Ripe bananas. These are sweet, tasty, and tender. Full of potassium for beauty and health.



**Blackened Bananas**

—	RND 1~8	ATK 18	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

The black spots, called sugar spots, indicate their peak in ripeness. Very soft and sweet, but too ripe for eating as is.

Buy —  
Sell 1

**Deluxe Bananas**

—	RND 1~8	ATK Heal HP (190)	DEF —
—	—	EFF Cure Sleep (100%)	EFF Resist Sleep (+100)
—	—	CMB —	CMB —

Bananas straight from the Big Islands. The peels are quite thin and almost give off a citrus smell. These bananas are small, but there are a lot in the bunch, making it a great value.

Buy 6800  
Sell 68

**Shrimp**

—	RND 1~8	ATK Heal HP (300)	DEF —
—	—	EFF Cure Sleep (25%)	EFF Resist Sleep (+50)
—	—	CMB —	CMB —

Fresh and tasty, this large, red type of shrimp is known as "the ruby of the sea" among fishermen. It's good, but sea bream are considered better.

Buy 13500  
Sell 135

**Fishing Rod**

—	RND 1~8	ATK 18	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Fishing rod made from select bamboo. Easy grip for all-day fishing. It's really flexible so it can handle the big game. Electric hook available.

Buy —  
Sell 3

**Sea Bream**

—	RND 1~8	ATK Heal HP (500)	DEF —
—	—	EFF Cure Flames (55%)	EFF Resist Flames (+80)
—	—	CMB —	CMB —

The king of all fish. Essential at celebrations such as weddings. Good whether stewed or fried. This sea bream is quite the lunchtime treat.

Buy —  
Sell 135

**Skipjack**

—	RND 1~8	ATK Heal HP (330)	DEF —
—	—	EFF Cure Flames (35%)	EFF Resist Flames (+60)
—	—	CMB —	CMB —

Skipjack season is said to be early summer, but early fall is better. Roast its surface lightly over a charcoal fire for good minced skipjack.

Buy 10000  
Sell 100

**Eel**

—	RND 1~8	ATK Heal HP (660)	DEF —
—	—	EFF ATK+10	EFF ATK+30
—	—	CMB —	CMB —

Believe it or not, if cooked just right, eel can actually be quite the delicacy. But don't mix it with pickled plum if you know what's good for you.

Buy 8500  
Sell 85

**Pickled Plums**

—	RND 1~8	ATK —	DEF —
—	—	EFF Cure Psn (100%)	EFF Cure Psn (100%)
—	—	CMB —	CMB —

"A pickled plum a day keeps the doctor away." Well maybe that's not how it goes, but they are good for you. Add them to rice balls for a zesty treat.

Buy —  
Sell 8

**Rice Ball**

—	RND 1~8	ATK Heal HP (1100)	DEF —
—	—	EFF Cure Para (70%)	EFF Resist Para (+90)
—	—	CMB —	CMB —

Rice balls only taste good if the person who makes them puts his or her heart and soul into them. This one will not disappoint. Made with fresh rice.

Buy —  
Sell 3

**Rotten Food**

—	RND 1~8	ATK 14	DEF —
—	—	EFF Poison (15%)	EFF Poison (15%)
—	—	CMB —	CMB —

All that can be said about this food is that it's, well...rotten. It once had some appeal, but now it's just...rotten.

Buy —  
Sell 1

**Toasted Rice Ball**

—	RND 1~8	ATK Heal HP (1500)	DEF —
—	—	EFF Cure Confu (100%)	EFF —
—	—	CMB —	CMB —

Glazed with soy sauce and roasted to a golden brown, this is sure to tantalize one's tastebuds. Use it, then use "Fire Yell LV 3" on enemies to increase 1 level.

Buy —  
Sell 4

**Crimson Oak Blossom**

—	RND 1~8	ATK Heal HP (200)	DEF —
—	—	EFF Cure Frz (100%)	EFF —
—	—	CMB —	CMB —

A red blossom wrapped in flames. They say it heals freezing effects. Use Fire Yell Lv 2 against the enemy several times after using Crimson Blossom to increase 1 level.

Buy —  
Sell 65

**Tearless Mermaid**

—	RND 1~8	ATK Heal HP (100)	DEF —
—	—	EFF DEF+20	EFF DEF+40
—	—	CMB —	CMB —

This mermaid lost her emotions after being cursed by a wizard. No matter how sad she feels, she can never cry. Perhaps someone or something can bring her tears back...

Buy —  
Sell 150

**Mermaid's Tear**

—	RND 1~8	ATK —	DEF —
—	—	EFF Resist All (-30)	EFF —
—	—	CMB —	CMB —

Rare teardrop shed by the tearless mermaid. Use Aqua Yell Lv 3 on the enemy several times after using the Mermaid's Tear to increase 1 level.

Buy —  
Sell 1500

**Sunflower Coin**

—	RND 1~8	ATK Heal HP (250)	DEF —
—	—	EFF Cure Sleep (75%)	EFF —
—	—	CMB —	CMB —

Gold coin with a sunflower engraved on it. It always faces the sun. Use Light Yell Lv 2 on the enemy several times after using the Sunflower Coin to increase 1 level.

Buy —  
Sell 25

**Primrose Coin**

—	RND 1~8	ATK 80 (48)	DEF —
—	—	EFF Sleep (50%)	EFF —
—	—	CMB —	CMB —

Gold coin with a blooming primrose engraved on it. Use Dark Yell Lv 2 on the enemy several times after using the Primrose Coin to increase 1 level.

Buy —  
Sell 25

**Sun Coin**

—	RND 1~8	ATK Heal HP (500)	DEF —
—	—	EFF Cure Sleep (100%)	EFF —
—	—	CMB —	CMB —

Gold coin with a sun engraved on it. As time passes, the sun engraving sinks into darkness. Use Light Yell Lv 3 against the enemy several times after using the Sun Coin to increase 1 level.

Buy —  
Sell 250

**Dark Coin**

—	RND 1~8	ATK 125 (75)	DEF —
—	—	EFF Sleep (75%)	EFF —
—	—	CMB —	CMB —

Gold coin with a darkened sun engraved on it. The sun rises as time passes. Use Dark Yell Lv 3 against the enemy several times after using the Dark Coin to increase 1 level.

Buy —  
Sell 250

**A Good Fortune**

—	RND 1~8	ATK Heal HP (300)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Love Life: You may meet the man of your dreams when least expected.

Lucky Item: Sugar Cane  
Lucky Color: Yellow

**A Great Fortune**

—	RND 1~8	ATK Heal HP (900)	DEF —
—	—	EFF Resist All (+30)	EFF —
—	—	CMB —	CMB —

Love Life: Shimmering! Are you ready for the time of your life?

Lucky Item: Dried Persimmons  
Lucky Color: Blue

**A Bad Fortune**

—	RND 1~8	ATK 60	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Love Life: You will be stuck in limbo between love and friendship. Tell him how you really feel!

Lucky Item: Fried Egg  
Lucky Color: Red

**An Average Fortune**

—	RND 1~8	ATK Heal HP (600)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Love Life: A bold move on your part may lead to love! He should be waiting.

Lucky Item: Beetle  
Lucky Color: Orange

**An Awful Fortune**

—	RND 1~8	ATK 88 (53)	DEF —
—	—	EFF Resist All (-20)	EFF —
—	—	CMB —	CMB —

Love Life: It looks like you'll be breaking up. He may be going somewhere far, far away.

Lucky Item: Rotten Grapes  
Lucky Color: Black

**Intriguing Mystery**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

The pencil was stolen, but everyone has an alibi! How will Colmes, the famous schoolgirl detective, crack this puzzling case? Oh, the suspense. Mystery story set at school.

Buy —  
Sell 6

**Unsolved Mystery**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Boy...the alibis are holding up for everyone. This time a report came in regarding a stolen eraser! Colmes, forgetting all about the pencil, devotes her time to an eraser investigation.

Buy —  
Sell 3

**Evil Ashes**

—	RND 1~8	ATK —	DEF —
—	—	EFF Flames/Psn (50%)	EFF —
—	—	CMB —	CMB —

These ashes were created by burning cursed items. Use Dark Yell Lv 1 on the enemy several times after using Evil Ashes to increase 1 level.

Buy —  
Sell 2

**Persimmons**

—	RND 1~8	ATK Heal HP (225)	DEF —
—	—	EFF Cure Hdach (50%)	EFF Cure Hdach (50%)
—	—	CMB —	CMB —

Persimmons are abundant in Vitamin C, great for health and beauty, and even help cure headaches. They can also be dried in sunlight, making them sweeter and last longer.

Buy 1800  
Sell 18



**Dried Persimmons**

—	RND 1-8	ATK	Heal HP (430)	DEF	—
—	—	EFF	Cure Hdach (100%)	EFF	Cure Hdach (100%)
—	—	CMB	—	CMB	—

Buy —  
Sell 38

These persimmons were sun-dried in the cold season. Stretchy on the outside and soft on the inside, they taste much sweeter now that they've been dried.

**The Fool**

—	RND 1-8	ATK	Heal HP (430)	DEF	—
—	—	EFF	Paralysis (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Wrapped in negative energy, The Fool takes away all confidence and technique previously built up. But it also foretells that something new and exciting will happen soon.

**The Magician**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	HPMAX+10%	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Magician brings out your hidden potential, and allows explosive growth and development to occur. This explosive development will be quite shocking to those around you.

**The High Priestess**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Flames (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The High Priestess improves your ability to take in and use new knowledge, and bestows an increase in wit. This gain of new knowledge leads to a fresh confidence, which then leads to further growth.

**The Empress**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Heal HP (2500)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Filled with the energy of love, peace, and life. Feels sympathy not only for people, but also for the world, nature, and even for enemies.

**The Emperor**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	ATK-30	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Emperor is bursting with physical and vital energy. But this overwhelming power leads to overconfidence, bringing on selfish actions which drive away friends.

**The Hierophant**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Para (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Hierophant provides spiritual comfort and guidance by relaying God's advice and encouragement. God's support, intelligence, and virtue are also relayed to a brave soul.

**The Lovers**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Flames (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Lovers foretell a vain pleasure which feels good at first, but leads to suffering and mental distress in the end.

**The Chariot**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	DEF+100	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Chariot grants victory and honor to those who face difficulties maintaining a strong belief in their mission. Increases the chances of success for those in difficult situations.

**Strength**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	ATK+75	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Improves physical, mental, and intellectual strength. Happiness comes to those who control this strength; misfortune befalls those who forsake it.

**The Hermit**

—	RND 1-8	ATK	Escape	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

No matter how bleak the situation may be, The Hermit stimulates the knowledge held within you, beaming out ideas, and leading to breakthroughs.

**Wheel of Fortune**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Confusion (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Wheel causes dramatic situations to occur, such as "incredible sight" or "unbelievable luck." It not only affects you, but those around you as well.

**Justice**

—	RND 1-8	ATK	150	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Calms your spirit in any situation. It also holds perfect and fair judgment with balanced scales.

**The Hanged Man**

—	RND 1-8	ATK	120	DEF	—
—	—	EFF	Headache (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

The Hanged Man foretells disaster, and forces you to endure hard times. Pain and difficulties are unavoidable.

**Death**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Death (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Takes away all life in this world. But Death also means the beginning of new life, as new lifeforce is generated.

**Temperance**

—	RND 1-8	ATK	Heal HP (1)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Although you start small, you will save up strength and energy to increase your chances of victory and success.

**The Devil**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Poison (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Fuels your selfish desires. The evil-minded will fall into temptation, but those who are strong-willed will find a new path.

**The Tower**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Resist All (-100)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Wrath will shower down on the impudent ones. Diseases will be caused, and buildings destroyed.

**The Star**

—	RND 1-8	ATK	Heal HP (1)	DEF	—
—	—	EFF	Cure All (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Bestows unlimited possibilities and luck. It also increases chance of victory, restores health to the sick, and reveals a path to a bright future.

**The Moon**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Confusion (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Allows you to outsmart or deceive the enemy. But be careful, as it may also allow the enemy to deceive you.

**The Sun**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Sleep (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Explodes with solar energy. If you're knocked out, it recharges you with energy from the sun and gets you right back up on your feet. It also replenishes exhausted morale or bravery.

**Judgement**

—	RND 1-8	ATK	Heal HP (2000)	DEF	—
—	—	EFF	Cure Death (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Judgement comes down from heaven to award those who have fought the good fight with diligence, and have righteous intentions. It also grants victory and unleashes potential.

**The World**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Resist All (+100)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 1

Pessimists are turned into hardy optimists, as The World's positive energy showers down and gives confidence to all beneath her.

**Small Fire**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Flames (50%)	EFF	Flames (50%)
—	—	CMB	—	CMB	—

Buy —  
Sell 1

This small fire has begun to spread due to carelessness. If not extinguished right away, it could spread out of control before you know it.

**Large Fire**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Flames (100%)	EFF	Flames (100%)
—	—	CMB	—	CMB	—

Buy —  
Sell 1

A massive wildfire has spread a great distance. Failure to put it out earlier has led to these uncontrollable flames of chaos. Water alone is not enough to extinguish it.

**Firefighting Medal**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Flames (100%)	EFF	—
—	—	CMB	—	CMB	—

Buy —  
Sell 80

Awarded for skillful firefighting. Tip: nip a fire in the bud before it gets out of control. Use Aqua Tell Lv 2 on the enemy several times after using the Firefighting Medal to increase 1 level.

**Forlorn Woman**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	ATK-35	EFF	—
—	—	CMB	—	CMB	—

Buy 70000  
Sell 700

Before breaking barriers or leaping hurdles to success, one must humble himself. Once this has happened, anything can be overcome.



**Endeavoring Woman**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>ATK+40</b>	EFF <b>ATK+40</b>
—	—	CMB I	CMB I

Buy —  
Sell 700

Keep an optimistic focus on the future, and you will be blessed with glory and victory. But don't get too hasty. It's best to go slowly but surely.

**Goddess of Victory**

—	RND 1-8	ATK <b>Heal HP (700)</b>	DEF —
—	—	EFF <b>Cure All (40%)</b>	EFF <b>Resist Para (+40)</b>
—	—	CMB I	CMB I

Buy —  
Sell 1000

An emperor who always proved victorious is said to have owned this statue. Whoever holds this statue will receive sound advice from the Goddess of Victory.

**Slight Debt**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell -100

Money reluctantly borrowed from a consumer-credit loan machine during the recession. Helpful if budgeted properly. Make a solid plan before borrowing.

**Debt with Interest**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell -200

Interest has compiled, but that's...Okay. It can be paid back if it's a small amount. But if it's left unpaid, will the credit company forget about it?

**Snowballing Debt**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell -500

It's about time to start panicking. You weren't able to pay back the loan, so you borrowed more money from another company to get it paid. Better get this under control soon!

**Debt Hell**

—	—	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell -5000

Now you've got sky-high interest to pay due to lack of planning. What a mountain of debt. Oh, if only you hadn't borrowed that first little loan...

**Savings Book**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB I

Buy —  
Sell 1000

Frugal living has helped you decide to keep strict records. No shopping and hardly any eating hasn't been a picnic, but it sure feels good to have a healthy balance in the bank, doesn't it?

**Savings (+Interest)**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB I

Buy —  
Sell 3000

With a healthy savings comes healthy interest. Looking at the balance gives you hope for the future.

**Shampoo**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Cure Para (1%)</b>	EFF <b>Resist Para (+20)</b>
—	—	CMB I	CMB I

Buy 1500  
Sell 15

Blended with moisturizer for dry, damaged hair. Try it for two weeks. Your hair won't be able to thank you enough. It'll be shiny and healthy.

**Conditioner**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Cure Para (2%)</b>	EFF <b>Resist Para (+40)</b>
—	—	CMB I	CMB I

Buy —  
Sell 15

Use it to condition hair after shampooing. Moisturizes everything from roots to ends and protects from further damage.

**Hair Aftercare**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Cure Para (3%)</b>	EFF <b>Resist Para (+60)</b>
—	—	CMB I	CMB I

Buy —  
Sell 15

Provides scalp care and prevents dandruff and itchiness. Rub it into the scalp, then rinse slightly with water for best results.

**Hair Dryer**

—	RND 1-8	ATK <b>45 (27)</b>	DEF —
—	—	EFF <b>Flames (10%)</b>	EFF —
—	—	CMB I	CMB —

Buy —  
Sell 150

Negative ions from this dryer cause a cluster phenomenon, rearranging various molecules for a healthy scalp. Dry your hair with care.

**Rare Action Figure**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell 30000

This limited edition action figure stars in a certain sci-fi game. What does the future hold for this combat android?

**Sweetheart Picture**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Flames (60%)</b>	EFF —
—	—	CMB I	CMB —

Buy —  
Sell I

A picture of her with you on your first date. Just reflecting back on those days fuels the flame of love. At the peak of happiness...hope it lasts forever.

**Broken Heart Picture**

—	RND 1-8	ATK <b>44</b>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell I

Everything that has a beginning has an end. An experience that leaves you broken-hearted will give you food for thought in the future.

**Nostalgic Picture**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Cure Confu (95%)</b>	EFF <b>Resist Confu (+95)</b>
—	—	CMB I	CMB I

Buy —  
Sell I

For most, this is just an old withered sepia photo. But to those in the picture, the color, style, and memories triggered sweeps them off to the good old days.

**Cursed Picture**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Paralysis (35%)</b>	EFF —
—	—	CMB I	CMB —

Buy —  
Sell I

She feels like the breakup is her fault. Everytime you look at this picture, the darkness and sadness hits you like a brick. Her eyes are haunting.

**Chump Change**

—	RND 1-8	ATK <b>16</b>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell 1000

Just a few measly coins that even a child wouldn't take time to pick up. But who knows, hang on to them awhile and they might become collector's items.

**Vintage Coins**

—	RND 1-8	ATK <b>75 (45)</b>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell 5000

Pelt a criminal with these coins to slow him down temporarily. Their age makes them valuable, so they can be sold for a high price.

**Styx Passage Coins**

—	RND 1-8	ATK <b>75 (45)</b>	DEF —
—	—	EFF <b>Death (80%)</b>	EFF —
—	—	CMB <b>3</b>	CMB —

Buy —  
Sell 25000

Souls possessing the powers of darkness are said to reside in these. One that wishes to cross the river of Hades must use these for passage fare.

**Mattress**

—	RND 1-8	ATK —	DEF <b>22</b>
—	—	EFF <b>Sleep (75%)</b>	EFF —
—	—	CMB <b>2</b>	CMB I

Buy 4000  
Sell 40

Nice and soft, this mattress is fashioned to fit the natural curvature of your body, resulting in a good night's rest. It's also a handy shield.

**Broken Mattress**

—	RND 1-8	ATK —	DEF <b>30</b>
—	—	EFF <b>Paralysis (33%)</b>	EFF —
—	—	CMB <b>2</b>	CMB I

Buy —  
Sell I

Springs are out of whack, it's moldy, smelly, and guaranteed to give you a backache. If you're a sucker for pain, this is just what the doctor ordered.

**Maple Leaf**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>Cure Psn (20%)</b>	EFF <b>Resist Psn (+100)</b>
—	—	CMB I	CMB I

Buy —  
Sell I

Each yellow leaf that falls is telling us of autumn's return. A bleak winter is just around the corner, bringing death and despair.

**Bookmark**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell 2

A maple leaf used as a bookmark...Isn't it cute? The book immediately opens at the page it's in...(in other words, it's a useless old leaf)

**Fading Notebook**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell I

A special pen was used to write notes in this notebook. Perhaps a power unseen has caused the letters to fade. At this point the notes are unreadable.

**Blank Notebook**

—	RND 1-8	ATK <small>Can be used when attacking, but nothing happens</small>	DEF —
—	—	EFF —	EFF —
—	—	CMB I	CMB —

Buy —  
Sell I

The once faded letters are now gone completely. Nothing is left but crisp white sheets of paper. It looks like a brand new, unused notebook.

**Magic Pen**

—	RND 1-8	ATK —	DEF —
—	—	EFF <b>HPMAX+2%</b>	EFF <b>HPMAX+2%</b>
—	—	CMB <b>2</b>	CMB I

Buy —  
Sell 10

When gripped lightly, the pen begins writing regardless of the holder's will. Seeming to have a will of its own, this pen madly scribbles down future events.



**Grumble Pen**

—	RND 1-8	ATK —	DEF —
—	—	EFF HPMAX+3%	EFF HPMAX+3%
—	—	CMB 2	CMB 1

Buy —  
Sell 1

Though fully aware that writing down the problem won't solve anything, this pen writes selfishly in the direction it pleases, constantly defying the holder, and writing complaints.

**Prophet's Notebook**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 50

A special notebook that's powered by a prophet's magic and reveals Magnus that have changed over time (can only be used in camp). A brand new item in the Magnus menu!

**Director's Notebook**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 1

I'm exhausted. How am I supposed to work like this? We've taken 132 takes and he still can't get it right. The line is so simple...it's a lack of motivation!

**Unicorn Horn**

—	RND 1-8	ATK —	DEF —
—	—	EFF Sleep (20%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 60

A rare horn in its original shape. Unicorn horns are often carved with a knife into some other pattern or shape. This baby is a work of art just as it is.

**Unicorn Blow Horn**

—	RND 1-8	ATK —	DEF —
—	—	EFF Sleep (65%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 150

A rare unicorn-horn bugle. Produces a high pitch sound when blown, echoing throughout the mountains.

**Jill's Jewelry Box**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 5000

A very nice jewelry box with the name "Jill" etched in gold. Maybe the best thing to do is find Jill and return it.

**Jack-in-the-box**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 1

Although your search for Jill was fruitless, you found Jack in the box. His psychotic clown garb is enough to make you run for cover!

**Magical Piggy Bank**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell 2000

Such a cute widdle piggy bank with cute widdle eyes and a spinning tail! It's empty now, but give it time and money will magically save up!

**Full Piggy Bank**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell 10000

A plump piggy bank. Too full to fit anymore money in the belly. So heavily loaded that just holding it will make you jump with joy, anticipating how much is inside.

**Broken Piggy Bank**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell 1

A broken piggy bank with its contents spilled out everywhere. It got too greedy and bit off more than it could chew. Moderation is the key to happiness.

**Pot of Air**

—	RND 1-8	ATK 8 (5)	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 1

A pot filled to the brim with air. In other words...empty. Use Wind Yell Lv 1 on an enemy several times after using Pot of Air to increase 1 level.

**Cloudy Emblem**

—	RND 1-8	ATK 90 (54)	DEF —
—	—	EFF Poison (45%)	EFF Poison (45%)
—	—	CMB 1	CMB 1

Buy —  
Sell 3

An emblem portraying a black cloud. Looks like rain clouds are approaching from the west and rain's starting to fall. Staring at this too long will cloud up your heart and make you feel gloomy.

**Rainy Emblem**

—	RND 1-8	ATK 90 (54)	DEF —
—	—	EFF Freezing (45%)	EFF Freezing (45%)
—	—	CMB 1	CMB 1

Buy —  
Sell 3

An emblem with an umbrella on it. Rain blesses the earth and grows the crops. When light streams through the mist, it will blossom into a beautiful rainbow.

**Rainbow Emblem**

—	RND 1-8	ATK 110 (66)	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 10

This arc of dreams in the sky offers an entrance to fairyland. Use Wind Yell Lv 2 on an enemy several times after using the Rainbow Emblem to upgrade 1 level.

**Fried Egg**

—	RND 1-8	ATK Heal HP (1000)	DEF —
—	—	EFF Cure Frz (33%)	EFF Resist Frz (+50)
—	—	CMB 1	CMB 1

Buy —  
Sell 5

Just a simple fried egg, also called "sunny-side up." That classic and delicious taste. Thank you, chicken...thank you.

**Sculpting Knife**

—	RND 1-8	ATK 40	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy 450  
Sell 4

A Sculpting Knife is often used for whittling or sculpting various works of art. Often used with wood, but a veteran could use it to carve great art out of anything.

**Divorce Papers**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 1

The result of a failed marriage. All the Ts are crossed and the Is are dotted. All that's needed now is a signature from John Hancock's Pen. Where is that thing...

**Pegasus Horn**

—	RND 1-8	ATK —	DEF —
—	—	EFF Sleep (20%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 70

Horn of the mighty Pegasus. But is it the real thing? Perhaps it's only good for poking your friends when they don't shut up.

**John Hancock's Pen**

—	RND 1-8	ATK —	DEF —
—	—	EFF Confusion (3%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 2

A fancy pen ideal for signing documents, autographs, or whatever else might be waiting for a John Hancock.

**Consolation Pay**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell 30000

Whether to settle a score, shut someone up, or in this case, finalize a divorce, sometimes it takes a healthy sum of money to make things better.

**Beetle**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 16

Wrapped in a hard shell, which serves as its armor. Were it any bigger, it might have been a fearful creature. Large beetles are very valuable.

**Peanuts**

—	RND 1-8	ATK Heal HP (850)	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy 1500  
Sell 15

Peanuts are the poor man's snack, but if lightly salted and roasted like these, they are enough to please anyone. They go great with beer, too.

**Chicken Kebab**

—	RND 1-8	ATK Heal HP (1150)	DEF —
—	—	EFF Cure Frz (70%)	EFF Resist Frz (+100)
—	—	CMB 1	CMB 1

Buy —  
Sell 8

Tasty chunks of chicken barbecued to perfection and poked on a skewer. Seasoned with salt and spices, a chicken kebab and peanuts go great with beer.

**Charred Meat**

—	RND 1-8	ATK 93 (56)	DEF —
—	—	EFF Paralysis (45%)	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 1

Must've been overcooked. Too late to do anything about it now. Eating charred meat could be hazardous to your health.

**Grilled Fish**

—	RND 1-8	ATK Heal HP (350)	DEF —
—	—	EFF —	EFF —
—	—	CMB 1	CMB —

Buy —  
Sell 5

Fresh fish grilled to a light brown. Though filled with bones and having a bitter taste, the oily belly's rich flavor makes up for it all.

**Baked Potato**

—	RND 1-8	ATK Heal HP (2200)	DEF —
—	—	EFF Cure Frz (80%)	EFF Resist Frz (+80)
—	—	CMB 1	CMB 1

Buy —  
Sell 4

Freshly baked potato found in the ashes of the fire. The steam that rises from the broken skins makes your mouth water.

**Splendid Hair**

—	RND 1-8	ATK —	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Buy —  
Sell 1

Two weeks of constant use has resulted in amazingly moist and lively hair. To reward your patience, all the game music will be turned on and made available for your listening pleasure.



**Monolith Pen**

Buy	—	Sell	10
-----	---	------	----

A pen that draws the world in numerous perspectives from Sci-Fi to fantasy. It is said that using it along with a tri-Crescendo Pen brings out more strength and creativity.

**tri-Crescendo Pen**

Buy	—	Sell	10
-----	---	------	----

The name of some software company is etched on the side. Use this pen to write and the ink will leak out all over. Hey you! Don't be thinking you can trash this pen!

**Monolith Brochure**

Buy	—	Sell	20
-----	---	------	----

Brochure with Monolith Software printed on the cover. Nothing written inside. Its contents are said to change from good to bad, depending on the reader.

**tri-Cres Job Offer**

Buy	—	Sell	20
-----	---	------	----

You wanna work for us? It gets pretty hectic! You may want to look somewhere else. You don't mind, eh? In that case, check out our website.

**Paper Fan**

Buy	—	Sell	2
-----	---	------	---

Paper fans are essential for surviving a sticky summer. If the world didn't have any paper fans, Chicken Kebab joints would go out of business.

**Soft-boiled Egg**

Buy	—	Sell	1
-----	---	------	---

Soft-boiled eggs are really difficult to cook just right. Wait too long and the yolk gets hard. Then you can't call it a soft-boiled egg!

**Charcoal Broiled Eel**

Buy	—	Sell	115
-----	---	------	-----

Broiled carefully over a charcoal flame, this is quite a culinary masterpiece. Not too rich and not at all bland, just very, very good.

**Minced Skipjack**

Buy	—	Sell	180
-----	---	------	-----

Skipjack lightly grilled over a charcoal fire. Fresh red in the center to pink near the skin is a sign that it's been cooked with care. Simply scrumptious.

**Small Knife**

Buy	2	Sell	—
-----	---	------	---

Not much as a weapon, but its sharp edge can cut fairly well. Perfect size for shaving ice or whittling wood.

**Secret Recipe 1**

Buy	—	Sell	10
-----	---	------	----

Listen up good. I've devoted my life to finding special combos, and I've decided to write 'em down for future generations—in the form of secret recipes! It's my life's work, so read carefully!

**Secret Recipe 2**

Buy	—	Sell	20
-----	---	------	----

Let's start simple. How to cook tasty rice: Get a pot, put rice in it, add water, and put it over a flame. What's that? You ain't got a pot? Well then, find the next closest thing, and use that!

**Secret Recipe 3**

Buy	—	Sell	30
-----	---	------	----

Come to think of it, I forgot to tell ya. Get a pot, put the rice in, and add water like before. But then after that, place some charcoal down, and then use fire. That combo makes BETTER rice!

**Secret Recipe 4**

Buy	—	Sell	40
-----	---	------	----

Put some strawberries down, add sugar, and torch 'em. That combo makes some mighty fine strawberry jam. Slop it on some bread for a taste of heaven!

**Secret Recipe 5**

Buy	—	Sell	50
-----	---	------	----

By golly, how time flies. We're already on the fifth secret recipe. Now I'd like to tell y'all about my hound dog Blue...no, that won't do. Uh...okay now, let's get back on track here...

**Secret Recipe 6**

Buy	—	Sell	60
-----	---	------	----

Sorry about the last recipe. Kinda got off track there. I'll make up for it. By the way, I've got a lot less hair than I used to. Gotta make sure to use conditioner, and that hair dryin' gadget...

**Secret Recipe 7**

Buy	—	Sell	70
-----	---	------	----

I love gettin' fortunes. If I get a Great Fortune, I feel happy as a lark all day. I take them things seriously, I tell ya. I wonder what my lucky color will be...

**Secret Recipe 8**

Buy	—	Sell	80
-----	---	------	----

"Raw wheat with raw rice requires raw egg for light red rouge." This tongue twister is actually a special combo.

**Secret Recipe 9**

Buy	—	Sell	90
-----	---	------	----

Speaking from my vast romantic experience, I'll tell you what...listen to her. Just lend an ear, and keep on sendin' love letters, and eventually she'll warm up to ya.

**Secret Recipe 10**

Buy	—	Sell	1000
-----	---	------	------

Suppose I got a little off track with those "recipes," but I'm sure you got somethin' out of 'em, right? What? A splitting headache? Blah!

**Charred Fish**

Buy	—	Sell	1
-----	---	------	---

Overcooked to a crisp black. It's hardly recognizable as fish now. You might as well call it charcoal. Use lower heat next time.

**Melted Ice Cream**

Buy	—	Sell	1
-----	---	------	---

This used to be perfectly good ice cream, but you didn't eat it fast enough, so now it's a sticky mess. No time for regret.

**Soybeans**

Buy	20	Sell	1
-----	----	------	---

Soybeans are packed with protein. These can be served in various ways, but stinky beans raised in straw are the best.

**Soy Sauce**

Buy	—	Sell	3
-----	---	------	---

Magical black liquid goes well with just about anything. Don't use too much, though—it's pretty salty. Spread it on a rice ball and toast it for a toasted rice ball treat!

**Straw**

Buy	—	Sell	1
-----	---	------	---

These stalks were left behind after the grain harvest. This straw turns into a wicked straw voodoo doll if trapped by a dark curse.

**Stinky Beans**

Buy	—	Sell	1
-----	---	------	---

Fermented soybeans may smell bad, but they're chock full of protein, healthy, and delicious. All in all these stretchy beans are a blessing in disguise.

**Avocado**

Buy	—	Sell	5
-----	---	------	---

An organically grown, ripe avocado. Some say a drop of soy sauce makes it taste like fatty tuna. What a bizarre concept!

**Fatty Tuna**

Buy	—	Sell	90
-----	---	------	----

High-quality slabs of tuna seasoned by the sea. Rich and oily, this fish will melt in your mouth. It's truly addictive.



**Custard Pudding**

—	RND 1-8	ATK	Heal HP (400)	DEF	—
—	—	EFF	Cure Flames (10%)	EFF	Resist Flames (50%)
—	—	CMB	—	CMB	—

Some say soy sauce over custard pudding tastes like sea urchin. A new way to enjoy sea urchin at a reasonable price. Try it, but there's no guarantee you'll like it.

Buy 2700  
Sell 27

**Sea Urchin**

—	RND 1-8	ATK	Heal HP (1300)	DEF	—
—	—	EFF	DEF+30	EFF	DEF+90
—	—	CMB	—	CMB	—

This is top-quality sea urchin. Naturally seasoned in the ocean, it has a smooth and rich flavor. Some have gone so far to say it's like butter!

Buy —  
Sell 80

**Red Pickled Veggies**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Cure Para (60%)	EFF	Resist Para (+80)
—	—	CMB	—	CMB	—

Seven types of vegetables pickled and seasoned to perfection. Red pickled veggies go great with curry dishes.

Buy 380  
Sell 3

**Honey**

—	RND 1-8	ATK	Heal HP (80)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Honey, sweet honey. It has that wholesome taste that sugar just can't offer. Believe it or not, pour a little honey on cheese, and it tastes like chestnuts! I'm serious!

Buy 200  
Sell 2

**Chestnuts**

—	RND 1-8	ATK	Heal HP (220)	DEF	—
—	—	EFF	Cure Psn (75%)	EFF	Cure Psn (100%)
—	—	CMB	—	CMB	—

Sweet chestnuts. Their hard shells keep in the flavor and nutrients. There's something about the sound of shells cracking that just makes you want to crack open more!

Buy —  
Sell 13

**Cucumbers**

—	RND 1-8	ATK	Heal HP (10)	DEF	—
—	—	EFF	ATK+10	EFF	ATK+20
—	—	CMB	—	CMB	—

Crisp, juicy cucumbers. Breaking one creates a popping sound and reveals the juicy center. Do they really taste like melons if you add honey?

Buy 700  
Sell 7

**Curry**

—	RND 1-8	ATK	Heal HP (210)	DEF	—
—	—	EFF	Cure Para (40%)	EFF	Resist Para (+80)
—	—	CMB	—	CMB	—

Superb flavor with 27 types of spices. Tastes good as it is, but letting it sit overnight makes it even better, and gives it a rich flavor.

Buy —  
Sell 4

**Last Night's Curry**

—	RND 1-8	ATK	Heal HP (900)	DEF	—
—	—	EFF	Cure Para (100%)	EFF	Resist Para (+100)
—	—	CMB	—	CMB	—

Thoroughly cooked and richly flavored with spices, but it's lacking a certain tart/sweet appeal. Try adding something else to capture those flavors.

Buy —  
Sell 9

**Deluxe Curry**

—	RND 1-8	ATK	Heal HP (1400)	DEF	—
—	—	EFF	Cure Para (80%)	EFF	Resist Para (+100)
—	—	CMB	—	CMB	—

Exhibiting a tart apple flavor and the mild sweetness of honey, it ranks up there with the best. A multitude of flavors taking turns on your tongue means you'll never get tired of it.

Buy —  
Sell 12

**Bacon**

—	RND 1-8	ATK	56	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Cured marble bacon with a savory appeal. Fry it up for a crispy, delicious snack.

Buy 580  
Sell 5

**Bamboo Shoot**

—	RND 1-8	ATK	Heal HP (45)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Raise it up into a healthy green bamboo tree, or sink your teeth into this tender bamboo shoot for a taste of spring.

Buy 160  
Sell 1

**Young Bamboo**

—	RND 1-8	ATK	22	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Young, green bamboo. Gluing rice paper to young bamboo sticks makes a nice paper fan. If there's no glue, then rice paste should do the trick.

Buy —  
Sell 1

**Pork Ribs**

—	RND 1-8	ATK	56	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

The sweetest, tastiest meat is found around the ribs. Cook up this choice pork for a rich, zesty, and delightful meal.

Buy —  
Sell 2

**Red and Blue Pencil**

—	RND 1-8	ATK	Can be used when attacking but not when defending.	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

One pencil with two colors, red and blue. One end has a blue tip and the other has a red one. Clever little invention, isn't it? Whoever suggested making the red side longer is brilliant.

Buy —  
Sell 1

**Pickled Cucumbers**

—	RND 1-8	ATK	Heal HP (120)	DEF	—
—	—	EFF	ATK+20	EFF	ATK+40
—	—	CMB	—	CMB	—

The trick is to roll fresh cucumbers on the cutting board to smooth their surface before pickling them. One bite will fill you with zest.

Buy —  
Sell 1

**Deluxe Pickles**

—	RND 1-8	ATK	Heal HP (520)	DEF	—
—	—	EFF	ATK+30	EFF	ATK+60
—	—	CMB	—	CMB	—

Letting the pickled cukes sit for a long while gives them a refined quality. Only time can bring out such a wonderful flavor.

Buy —  
Sell 3

**Beef**

—	RND 1-8	ATK	40	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

First stomach of a cow. The thick part is considered good beef and very popular for its unique flavor. Don't forget to chew it well.

Buy 3800  
Sell 38

**Beef (Good)**

—	RND 1-8	ATK	50	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Second stomach of a cow. Also called a "honeycomb" due to its shape. Extremely chewy, though boiling softens it and adds a little flare to its otherwise bland flavor.

Buy —  
Sell 38

**Beef (Better)**

—	RND 1-8	ATK	60	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Third stomach of a cow. Also called a "fern" due to its leaf-shaped folds inside. The folds have a unique texture, but not much flavor.

Buy —  
Sell 38

**Beef (Best)**

—	RND 1-8	ATK	70	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

Fourth stomach of a cow. This is the last of the cow's stomachs. Very popular for its fatty, richly-flavored meat, which has lots of chewy folds.

Buy —  
Sell 38

**Ox Tongue**

—	RND 1-8	ATK	56	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

That's right, it's ox tongue—fresh, nutritious, and low in fat. Make sure to cook it well before eating, though.

Buy —  
Sell 50

**Deluxe Red Wine**

—	RND 1-8	ATK	Heal HP (340)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	—	CMB	—

The vivid color and fragrance of this wine stimulate the appetite. Its elegant flavor is truly a blessing to the tastebuds.

Buy 17000  
Sell 170

**Yesterday's Wine**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Confusion (90%)	EFF	Confusion (90%)
—	—	CMB	—	CMB	—

A bottle of un-drunk wine from yesterday with no cork. Even its label seems faded. The awful taste will drive you nuts.

Buy —  
Sell 1

**Strawberry Milk**

—	RND 1-8	ATK	Heal HP (750)	DEF	—
—	—	EFF	ATK+15	EFF	ATK+45
—	—	CMB	—	CMB	—

Strawberries squashed with a spoon, mixed with sugar and milk. Pink, sweet, nutritious, and delicious. It's good... and good for you!

Buy —  
Sell 6

**Strawberry Shaved Ice**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Headache (100%)	EFF	Headache (100%)
—	—	CMB	—	CMB	—

Red strawberry syrup stands out vividly on the white, slushy ice. Ice and syrup should be eaten in a balanced manner so you're not left with a bunch of sticky sweet syrup.

Buy —  
Sell 6

**Melon Shaved Ice**

—	RND 1-8	ATK	—	DEF	—
—	—	EFF	Headache (50%)	EFF	Headache (50%)
—	—	CMB	—	CMB	—

Has more of a high-class taste than strawberry. If you find someone eating a strawberry one, don't hesitate to yell, "Down with the commoners!"

Buy —  
Sell 10

**Pretty Flowers**

—	RND 1-8	ATK	Heal HP (250)	DEF	—
—	—	EFF	Cure Para (50%)	EFF	Resist Para (+100)
—	—	CMB	—	CMB	—

There's nothing like a bouquet of pretty flowers to cheer up someone sick in bed.

Buy —  
Sell 28



**Dead Flowers**

—	RND 1-8	ATK 48	DEF —
—	—	EFF Paralysis (40%)	EFF —
—	—	CMB —	CMB —

Terribly dry and withered. If placed on a fire, they'd burn to a crisp in no time. No value as ornamental flowers. Send them to someone you care nothing for.

Buy —  
Sell 1

**Fruit Cornucopia**

—	RND 1-8	ATK Heal HP (340)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

A basket of freshly picked fruits—straight from the orchard. A sweet smell hangs over it. Various kinds of fruit are included. The perfect gift to send to someone that's helped you out recently.

Buy —  
Sell 98

**Rotten Cornucopia**

—	RND 1-8	ATK 50	DEF —
—	—	EFF Poison (50%)	EFF Poison (50%)
—	—	CMB —	CMB —

Giving off a moldy, rotten smell. Small bugs are attracted to it and buzzing about. Sending it to someone would be terribly rude. You wouldn't dare!

Buy —  
Sell 1

**Fresh Sashimi Set**

—	RND 1-8	ATK Heal HP (420)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

A tasty meal at a great price, featuring a variety of freshly sliced fish. Presented with such a gorgeous spread, it's hard to decide which tantalizing goody to eat first.

Buy —  
Sell 58

**Old Sashimi Set**

—	RND 1-8	ATK —	DEF —
—	—	EFF DEF-30	EFF —
—	—	CMB —	CMB —

Sashimi that was forgotten and left behind. The fish has produced a juice with a putrid odor, penetrating the sealed package. Don't even think about opening it!

Buy —  
Sell 1

**Deluxe Sashimi Boat**

—	RND 1-8	ATK Heal HP (1030)	DEF —
—	—	EFF Cure Flames (75%)	EFF Resist Flames (+100)
—	—	CMB —	CMB —

Seasonal fish selected at the fish market, sliced intricately, and carefully arranged by a fine gourmet chef.

Buy —  
Sell 280

**Rotten Sashimi Boat**

—	RND 1-8	ATK 113 (68)	DEF —
—	—	EFF Poison (80%)	EFF Poison (+80)
—	—	CMB —	CMB —

Rotten sashimi placed in a boat dish. Putrid and disgraceful.

Buy —  
Sell 1

**Japanese Breakfast**

—	RND 1-8	ATK Heal HP (2950)	DEF —
—	—	EFF DEF+30	EFF DEF+120
—	—	CMB —	CMB —

Contains all the nutrition required for the most important meal of the day. A good day starts with a good breakfast.

Buy —  
Sell 10

**Loveletter (Part 1)**

—	RND 1-8	ATK —	DEF —
—	—	EFF Confusion (25%)	EFF Confusion (25%)
—	—	CMB —	CMB —

I've always liked you. I've always longed for you. I can no longer resist this feeling of mine that's deeper than the ocean and hotter than the sun...

Buy —  
Sell 1

**Loveletter (Part 2)**

—	RND 1-8	ATK —	DEF —
—	—	EFF Confusion (50%)	EFF Confusion (50%)
—	—	CMB —	CMB —

You're being a slinky snake. You know how I feel about you, yet you're seeing someone else. I even get jealous when I see you with your family or a friend...

Buy —  
Sell 1

**Loveletter (Part 3)**

—	RND 1-8	ATK —	DEF —
—	—	EFF Confusion (75%)	EFF Confusion (75%)
—	—	CMB —	CMB —

I'll give up anything for you. My family, friends, wealth...I don't care if the whole world hates me. I only want you to live solely for me...

Buy —  
Sell 1

**Stalker's Letter**

—	RND 1-8	ATK 126	DEF —
—	—	EFF Death (60%)	EFF —
—	—	CMB —	CMB —

I know everything about you...what you're wearing, what you're thinking, what time you come home...I won't sleep...till you are with me...

Buy —  
Sell 1

**Lovey-dovey Diary 1**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (+25)	EFF Resist All (+25)
—	—	CMB —	CMB —

Girl: "I've never loved anyone this much before..."

Buy —  
Sell 1

**Lovey-dovey Diary 2**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (+50)	EFF Resist All (+50)
—	—	CMB —	CMB —

Girl: "I've never loved anyone this much before..."  
Boy: "Me neither. I'll get you a nice gift for your birthday."

Buy —  
Sell 1

**Lovey-dovey Diary 3**

—	RND 1-8	ATK —	DEF —
—	—	EFF Resist All (+75)	EFF Resist All (+75)
—	—	CMB —	CMB —

Girl: "I've never loved anyone this much before..."  
Boy: "Me neither. I'll get you a nice gift for your birthday."  
Girl: "First pay me back for last week's dinner."

Buy —  
Sell 1

**Hateful Diary 1**

—	RND 1-8	ATK 104	DEF —
—	—	EFF Resist All (-25)	EFF —
—	—	CMB —	CMB —

Boy: "You are the worst kind of woman!"

Buy —  
Sell —

**Doodle Book**

—	RND 1-8	ATK —	DEF —
—	—	EFF DEF-15	EFF —
—	—	CMB —	CMB —

A drawing scribbled in red and blue. Some say that a child's hidden talents can be found in doodles. But this mess is hopeless...

Buy —  
Sell 1

**Voodoo Doll**

—	RND 1-8	ATK 105 (63)	DEF —
—	—	EFF Paralysis (60%)	EFF —
—	—	CMB —	CMB —

This voodoo doll has been used in cursing ceremonies. Evil invocations not being enough for a successful curse, hair from the victim must be placed inside the doll.

Buy —  
Sell 1

**Pickled Eggplant**

—	RND 1-8	ATK Heal HP (240)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

Pickled eggplant chunks of a brilliant navy blue. Their moist texture and sour taste will make anyone drool. They go well with curry.

Buy —  
Sell 3

**Insurance Money**

—	RND 1-8	ATK Can be used when attacking, but nothing happens	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

This money is all that's left after losing everything. Mementos from the past can never be replaced. Still, thank heavens for insurance...

Buy —  
Sell 10000

**Blue-only Pencil**

—	RND 1-8	ATK Can be used when attacking, but nothing happens	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

It's almost been used up. Funny how only the blue remains, even though the red part was longer.

Buy —  
Sell 1

**Green Plums**

—	RND 1-8	ATK —	DEF —
—	—	EFF Poison (100%)	EFF Poison (100%)
—	—	CMB —	CMB —

They may look like miniature apples, but they're actually plums. Harmful to eat like this, but pickling them removes toxins and even makes them an antidote to poisons!

Buy 100  
Sell 1

**Rooster**

—	RND 1-8	ATK —	DEF —
—	—	EFF Cure Sleep (50%)	EFF Resist Sleep (+80)
—	—	CMB —	CMB —

A healthy, free-range rooster. It's hard not to be thrown out of bed by its shrill crow. Yummy...Oops, did I say that out loud?

Buy 150  
Sell 1

**Rice Paper**

—	RND 1-8	ATK —	DEF —
—	—	EFF Cure Confu (33%)	EFF Resist Confu (+33)
—	—	CMB —	CMB —

This paper was made from natural plant fibers. Its uses vary because it's strong, durable, and breathes well.

Buy —  
Sell 15

**Seed of Headaches**

—	RND 1-8	ATK —	DEF —
—	—	EFF Hdach (100%)	EFF Hdach (100%)
—	—	CMB —	CMB —

Very rare indeed. One nibble on this seed creates an instant headache. Just try to ignore the pain and let it pass.

Buy —  
Sell 1

**Tonguetwister Rouge**

—	RND 1-8	ATK —	DEF —
—	—	EFF HPMAX+4%	EFF HPMAX+4%
—	—	CMB —	CMB —

Stylish, light-red lipstick. Enables the wearer to speak eloquently and move quickly. For Xelha and Savyna only. Not for you, Gibari!

Buy —  
Sell 18

**Extra Fluffy Rice**

—	RND 1-8	ATK Heal HP (1350)	DEF —
—	—	EFF —	EFF —
—	—	CMB —	CMB —

This beautiful, extra fluffy rice was cooked with care and tastes better than normal rice.

Buy —  
Sell 60



**Deluxe Rice**

—	RND 1~8	ATK	Heal HP (1750)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

How could rice taste so sweet? I envy anyone who has a chance to eat this heavenly rice.

Buy —  
Sell 90

**Plum & Eel Surprise**

—	RND 1~8	ATK	86	DEF	—
—	—	EFF	Confuse (10%)	EFF	Confuse (10%)
—	—	CMB	1	CMB	1

Pickled plum wrapped with a slab of eel. It must look yummy, but don't forget the old saying, "pickled plums and eel don't mix." Eat at your own risk.

Buy —  
Sell 1

**Freshly Baked Bread**

—	RND 1~8	ATK	Heal HP (830)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Freshly baked bread smells wonderful. Follow your nose to the bakery. Fresh bread with strawberry jam and milk make a great breakfast!

Buy —  
Sell 25

**Strange Brew**

—	RND 1~8	ATK	Heal HP (1180)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

They always say that mixing drinks is a bad idea, but this concoction somehow looks promising.

Buy —  
Sell 16

**Strawberry Jam**

—	RND 1~8	ATK	Heal HP (480)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Sweet jam packed with strawberries. Great on bread.

Buy —  
Sell 8

**Western Breakfast**

—	RND 1~8	ATK	Heal HP (1330)	DEF	—
—	—	EFF	Cure Sleep (100%)	EFF	Resist Sleep (+100)
—	—	CMB	1	CMB	1

Compared to a Japanese breakfast, this is light and easy. A healthy and refreshing alternative for those on the go.

Buy —  
Sell 17

**Curry with Rice**

—	RND 1~8	ATK	Heal HP (990)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Unique flavor abounds in this great curry dish packed with exotic herbs and spices. It's spicy, but tasty. Easy to cook and very satisfying. Popular with everyone.

Buy —  
Sell 9

**Deluxe Curry with Rice**

—	RND 1~8	ATK	Heal HP (2300)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Just the right blend of spices make this curry of the utmost quality. Pickled veggies make a great garnish.

Buy —  
Sell 25

**Sea Urchin Surprise**

—	RND 1~8	ATK	108	DEF	—
—	—	EFF	Headache (100%)	EFF	Headache (100%)
—	—	CMB	1	CMB	1

I didn't think anyone had the guts to try such a wild combo. What a waste of bread and sea urchin. Sure to ruin the appetite of anyone who tries it.

Buy —  
Sell 1

**Beautiful Hair**

—	RND 1~8	ATK	Can be used when attacking, but nothing happens	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Soft and silky to the touch. This nicely groomed hair gives off a pleasant scent when blowing in the wind. It'll knock your socks off!

Buy —  
Sell 1

**Angelic Hair**

—	RND 1~8	ATK	—	DEF	—
—	—	EFF	Confuse (100%)	EFF	Confuse (100%)
—	—	CMB	1	CMB	1

These angelic strands of hair shimmer like light from a halo. As if fine strands of silk, just looking at this hair will make you want to reach out and touch it.

Buy —  
Sell 1

**Mark of Death**

—	RND 1~8	ATK	110 (66)	DEF	—
—	—	EFF	Death (50%)	EFF	—
—	—	CMB	1	CMB	—

This paper contains the mark of death. It's more than enough to curse and kill an enemy. Just stick it to an enemy's forehead, and the fear of death becomes too overwhelming to bear.

Buy —  
Sell 1

**Sea Bream Lunch**

—	RND 1~8	ATK	Heal HP (1200)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Steamed rice mixed with wild sea bream. Simple, yet very tasty. Regarded as a lucky dish.

Buy —  
Sell 55

**Salted Sweetfish**

—	RND 1~8	ATK	Heal HP (970)	DEF	—
—	—	EFF	—	EFF	—
—	—	CMB	1	CMB	—

Salted guts of fresh sweetfish. Mild, yet bitter taste is appetizing for adults. Goes perfectly well with Japanese Rice Wine.

Buy 7500  
Sell 75

**Hateful Diary 2**

—	RND 1~8	ATK	124	DEF	—
—	—	EFF	Resist All (-50)	EFF	—
—	—	CMB	1	CMB	—

Boy: "You are the worst kind of woman!"  
Girl: "What have I done!?"

Buy —  
Sell 1

**Hateful Diary 3**

—	RND 1~8	ATK	144	DEF	—
—	—	EFF	Resist All (-75)	EFF	—
—	—	CMB	1	CMB	—

Boy: "You are the worst kind of woman!"  
Girl: "What have I done!?"  
Boy: "You double-dipped your chips at the restaurant! I hate that!"

Buy —  
Sell 1

**Deluxe Sushi**

—	RND 1~8	ATK	Heal HP (3000)	DEF	—
—	—	EFF	Cure Death (50%)	EFF	Resist Death (+99)
—	—	CMB	1	CMB	—

The perfect balance of sashimi and rice melts in your mouth! Sushi of this caliber is a treat which only a select few are able to experience. Savor it!

Buy —  
Sell 153

**Poisonous Sushi**

—	RND 1~8	ATK	163 (98)	DEF	—
—	—	EFF	Poison (99%)	EFF	Poison (+99)
—	—	CMB	1	CMB	1

Makes you sick if you eat it. The poison leads to death unless you have the proper antidote. Get treatment immediately if you eat this.

Buy —  
Sell 1

**Sweatband**

—	RND 1~8	ATK	—	DEF	—
—	—	EFF	ATK+65	EFF	ATK+65
—	—	CMB	1	CMB	1

An extraordinary sweatband. Crafted with the greatest care, it brings out the untapped mental strength of those who wear it. It also absorbs sweat.

Buy —  
Sell 3

**Karate Headband**

—	RND 1~8	ATK	—	DEF	—
—	—	EFF	DEF+65	EFF	DEF+65
—	—	CMB	1	CMB	1

Get fired up and ready to bust some heads. Look like a karate champ! An essential element to keep your hair out of your face at virtually any karate tournament.

Buy —  
Sell 20



# Complete List of Magnus that Change with Time

Magnus	Hours	Change 1	Hours	Change 2	Hours	Change 3	Hours	Change 4	Hours	Change 5
Apple	6	Forbidden Fruit	30min	Rotten Fruit	—	—	—	—	—	—
Aqua Aura 1	5	Aqua Aura 2	5	Aqua Aura 3	5	Aqua Aura 4	5	Aqua Aura 5	5	Aqua Aura 6
Aqua Yell 4	20	Aqua Yell 3	15	Aqua Yell 2*	10	Aqua Yell 1*	—	—	—	—
Avocado	12	Rotten Food	—	—	—	—	—	—	—	—
Bacon	5	Rotten Meat	—	—	—	—	—	—	—	—
Baked Potato	15	Rotten Food	—	—	—	—	—	—	—	—
Bamboo Shoot	3	Young Bamboo	5	Fishing Rod	—	—	—	—	—	—
Beef	2	Beef (Good)	2	Beef (Better)	2	Beef (Best)	2	Rotten Meat	—	—
Beef Jerky	36	Pst Food	w—	—	—	—	—	—	—	—
Beef Stew	18	Rotten Food	—	—	—	—	—	—	—	—
Birch	210min	Birch Sap Gum	—	—	—	—	—	—	—	—
Bomb	3	Dud Bomb	—	—	—	—	—	—	—	—
Cedar Tree	3	Cedar Tree Sap	12	Amber	—	—	—	—	—	—
Charcoal Broiled Eel	15	Rotten Food	—	—	—	—	—	—	—	—
Cheese Fondue	10	Green Mold	—	—	—	—	—	—	—	—
Cherry	6	Rotten Fruit	—	—	—	—	—	—	—	—
Chicken Kebab	14	Rotten Food	—	—	—	—	—	—	—	—
Chronos Aura 1	5	Chronos Aura 2	5	Chronos Aura 3	5	Chronos Aura 4	5	Chronos Aura 5	5	Chronos Aura 6
Chronos Yell 4	20	Chronos Yell 3	15	Chronos Yell 2	10	Chronos Yell 1*	—	—	—	—
Chump Change	12	Vintage Coins	22	Styx Passage Coins	—	—	—	—	—	—
Chunk of Ice	18min	Mineral Water*	—	—	—	—	—	—	—	—
Cucumber	3	Pickled Cucumbers	15	Deluxe Pickles	72	Rotten Food	—	—	—	—
Curry	24	Last Night's Curry	5	Rotten Food	—	—	—	—	—	—
Curry with Rice	36	Rotten Food	—	—	—	—	—	—	—	—
Cute Doll	3	Hate-filled Doll	—	—	—	—	—	—	—	—
Dark Aura 1	5	Dark Aura 2	5	Dark Aura 3	5	Dark Aura 4	5	Dark Aura 5	5	Dark Aura 6
Dark Yell 4	20	Dark Yell 3	15	Dark Yell 2	10	Dark Yell 1*	—	—	—	—
Deluxe Bananas	6	Rotten Fruit	—	—	—	—	—	—	—	—
Deluxe Curry	36	Rotten Food	—	—	—	—	—	—	—	—
Deluxe Curry with Rice	36	Rotten Food	—	—	—	—	—	—	—	—
Deluxe Fireworks Set	24	Dud Bomb	—	—	—	—	—	—	—	—
Deluxe Red Wine	24	Yesterday's Wine	—	—	—	—	—	—	—	—
Deluxe Rice	16	Rice Paste	—	—	—	—	—	—	—	—
Deluxe Sashimi Boat	5	Rotten Sashimi Boat	24	Rotten Food	—	—	—	—	—	—
Deluxe Sushi	4	Rotten Food	—	—	—	—	—	—	—	—
Director's Notebook	1	Fading Notebook	30min	Blank Notebook	—	—	—	—	—	—
Doll	3	Crying Doll	—	—	—	—	—	—	—	—
Dried Persimmon	15	Rotten Food	—	—	—	—	—	—	—	—
Eel	5	Rotten Fish	—	—	—	—	—	—	—	—
Egg	3	Ugly Duckling	4	Swan	—	—	—	—	—	—
Extra Fluffy Rice	8	Rice Paste	—	—	—	—	—	—	—	—
Fatty Tuna	5	Rotten Fish	—	—	—	—	—	—	—	—
Fire Aura 1	5	Fire Aura 2	5	Fire Aura 3	5	Fire Aura 4	5	Fire Aura 5	5	Fire Aura 6
Fire Yell 4	20	Fire Yell 3	15	Fire Yell 2*	10	Fire Yell 1*	—	—	—	—
Flame Sword	1	Short Sword*	—	—	—	—	—	—	—	—
Flower Bud	3	Dead Flower	—	—	—	—	—	—	—	—
Fresh Beef	9	Rotten Meat	—	—	—	—	—	—	—	—
Fresh Sashimi Set	5	Old Sashimi Set	24	Rotten Food	—	—	—	—	—	—
Freshly Baked Bread	10	Rotten Food	—	—	—	—	—	—	—	—
Fried Egg	8	Rotten Food	—	—	—	—	—	—	—	—
Frozen Tangerine	150min	Orange	8	Rotten Fruit	—	—	—	—	—	—
Fruit Cornucopia	10	Rotten Cornucopia	24	Rotten Food	—	—	—	—	—	—
Fruit Sorbet	6	Melted Ice Cream	10	Rotten Food	—	—	—	—	—	—
Fruit Tart	12	Rotten Food	—	—	—	—	—	—	—	—
Grapes	3	Rotten Grapes	3	Deluxe Sweet Wine	7	Vinegar	—	—	—	—
Green Bananas	2	Bananas*	3	Blackened Bananas	7	Rotten Food	—	—	—	—
Green Plum	5	Pickled Plum	—	—	—	—	—	—	—	—
Grilled Fish	13	Rotten Food	—	—	—	—	—	—	—	—
Grilled Hamburger	12	Rotten Food	—	—	—	—	—	—	—	—
Hateful Diary 1	24	Hateful Diary 2	24	Hateful Diary 3	—	—	—	—	—	—
Ice Sculpture	90min	Mineral Water*	—	—	—	—	—	—	—	—
Intriguing Mystery	30min	Unsolved Mystery	—	—	—	—	—	—	—	—
Japanese Breakfast	18	Rotten Food	—	—	—	—	—	—	—	—
Jill's Jewelry Box	5	Jack-in-the-box	—	—	—	—	—	—	—	—
Light Aura 1	5	Light Aura 2	5	Light Aura 3	5	Light Aura 4	5	Light Aura 5	5	Light Aura 6
Light Saber	1	Saber*	—	—	—	—	—	—	—	—
Light Yell 4	20	Light Yell 3	15	Light Yell 2	10	Light Yell 1	—	—	—	—
Lovely Dovey Diary 1	24	Lovely Dovey Diary 2	24	Lovely Dovey Diary 3	—	—	—	—	—	—
Magical Piggybank	4	Full Piggybank	5	Broken Piggybank	—	—	—	—	—	—
Maple Leaf	3	Bookmark	—	—	—	—	—	—	—	—
Matress	6	Broken Matress	—	—	—	—	—	—	—	—
Milk	4	Cheese*	17	Green Mold	—	—	—	—	—	—
Minced Skipjack	10	Rotten Fish	—	—	—	—	—	—	—	—
Melon	6	Rotten Fruit	—	—	—	—	—	—	—	—
Melon Shave Ice	4	Melted Ice Cream	10	Rotten Food	—	—	—	—	—	—
Oakwood	12	Doll of Lies	—	—	—	—	—	—	—	—
Ox Tongue	4	Rotten Meat	—	—	—	—	—	—	—	—
Pac-Man	7	Pac-Land	7	Pac-Mania	—	—	—	—	—	—



Magnus	Hours	Change 1	Hours	Change 2	Hours	Change 3	Hours	Change 4	Hours	Change 5
Peach	8	The Peach Boy	72	Wonder MOMO	—	—	—	—	—	—
Peanuts	15	Rotten Food	—	—	—	—	—	—	—	—
Persimmon	7	Rotten Fruit	—	—	—	—	—	—	—	—
Pickled Eggplant	72	Rotten Food	—	—	—	—	—	—	—	—
Pine Tree	10	Pine Tree Sap	—	—	—	—	—	—	—	—
Pork Ribs	10	Rotten Meat	—	—	—	—	—	—	—	—
Pretty Flower	5	Dried Flowers	—	—	—	—	—	—	—	—
Pretty Flowers	10	Dead Flowers	—	—	—	—	—	—	—	—
Prophet's Notebook	10	Fading Notebook	30min	Blank Notebook	—	—	—	—	—	—
Pudding	16	Rotten Food	—	—	—	—	—	—	—	—
Red and Blue Pencil	18	Blue-only Pencil	—	—	—	—	—	—	—	—
Red Pickled Veggies	72	Rotten Food	—	—	—	—	—	—	—	—
Rice	4	Rice Paste	—	—	—	—	—	—	—	—
Rice Ball	12	Rotten Food	—	—	—	—	—	—	—	—
Roasted Squid	15	Rotten Food	—	—	—	—	—	—	—	—
Rotten Wood	5	Incense	—	—	—	—	—	—	—	—
Salted Sweetfish	48	Rotten Food	—	—	—	—	—	—	—	—
Savings Book	1	Savings (+Interest)	—	—	—	—	—	—	—	—
Sea Bream	8	Rotten Fish	—	—	—	—	—	—	—	—
Sea Bream Lunch	12	Rice Paste	—	—	—	—	—	—	—	—
Sea Urchin	3	Rotten Fish	—	—	—	—	—	—	—	—
Sea Urchin Surprise	10	Rotten Food	—	—	—	—	—	—	—	—
Shrimp	8	Rotten Fish	—	—	—	—	—	—	—	—
Shampoo	336	Splendid Hair	—	—	—	—	—	—	—	—
Silkworm	7	Cocoon	17	Silk	—	—	—	—	—	—
Skipjack	8	Rotten Fish	—	—	—	—	—	—	—	—
Slight Debt	2	Debt with Interest	4	Snowballing Debt	8	Debt Hell	—	—	—	—
Small Fire	1	Large Fire	36	Firefighting Medal	—	—	—	—	—	—
Soy Beans	7	Soy Sauce	—	—	—	—	—	—	—	—
Soft Boiled Egg	12	Rotten Food	—	—	—	—	—	—	—	—
Squid	4	Rotten Fish	—	—	—	—	—	—	—	—
Stinky Beans	48	Rotten Food	—	—	—	—	—	—	—	—
Strange Brew	10	Vinegar	—	—	—	—	—	—	—	—
Straw	100	Voodoo Doll	—	—	—	—	—	—	—	—
Strawberry	5	Rotten Fruit	—	—	—	—	—	—	—	—
Strawberry Jam	48	Rotten Food	—	—	—	—	—	—	—	—
Strawberry Milk	24	Green Mold	—	—	—	—	—	—	—	—
Strawberry Shave Ice	4	Melted Ice Cream	10	Rotten Food	—	—	—	—	—	—
Sugar Cane	4	Sugar	—	—	—	—	—	—	—	—
Sushi Rice	10	Rotten Food	—	—	—	—	—	—	—	—
Sweetheart Picture	2	Broken Heart Picture	18	Nostalgic Picture	—	—	—	—	—	—
Toasted Rice Ball	20	Rotten Food	—	—	—	—	—	—	—	—
Uncooked Rice	3	Japanese Rice Wine	—	—	—	—	—	—	—	—
Vanilla Ice Cream	6	Melted Ice Cream	10	Rotten Food	—	—	—	—	—	—
Western Breakfast	24	Rotten Food	—	—	—	—	—	—	—	—
Wheat	4	Beer	—	—	—	—	—	—	—	—
Wind Aura 1	5	Wind Aura 2	5	Wind Aura 3	5	Wind Aura 4	5	Wind Aura 5	5	Wind Aura 6
Wind Yell 4	20	Wind Yell 3	15	Wind Yell 2	10	Wind Yell 1*	—	—	—	—

\*Can be obtained in this form.

## Quest Magnus Changes

Magnus	Hours	Change 1	Hours	Change 2
Celestial Flower Seed	5	Celestial Flower Bud	10	Celestial Flower
Cloud	1	Salty Water*	2	Salt*
Delinquency Stone	1	Pebble*	—	—
Egg	30min	Boiled Egg*	—	—
Gold Beetle Carapace	4	Gold Nugget	—	—
Lava	30min	Hot Rock	10min	Pebble*
Mirage Weed	10min	Blank Magnus*	—	—
Mountain Apple	2	Mountain Apple Wine*	4	Apple Vinegar
Nameless Flower	30min	Pressed Flower	—	—
Popular Pickup Line	1	Outdated Pickup Line	—	—
Pow Milk	30min	Pow Milk Yogurt	1	Pow Milk Cheese
Roasted Bird	1	Maggot-ridden Meat	—	—
Rubber Mud	30min	Chunk of Rubber	—	—
Sea Bream Fillet	1	Rotten Fillet	—	—
Secret Information	1	Well-known Story	—	—
Snow	30min	Stagnant Water	—	—
Sparkling Snow	20min	Pristine Water*	2	Stagnant Water*
Stoked Flame	30min	Weak Flame*	30min	Blank Magnus
Unpopular Painting	50	Treasured Painting	—	—
Warriors' Mementos	40	Warriors' Memory	—	—

\*Can be obtained in this form.

## Fortune Changes

Magnus	Seconds	Magnus	Seconds	Magnus	Seconds	Magnus	Seconds	Magnus	Seconds	Magnus
A Good Fortune	7	A Great Fortune	36	A Bad Fortune	36	An Average Fortune	7	An Awful Fortune	72	A Good Fortune

\*Fortune changes are cyclical, transforming from Good to Awful and then repeating.

## Coin and Emblem Changes\*

Magnus	Minutes	Magnus
Sun Coin	6min	Dark Coin
Sunflower Coin	18min	Primrose Coin
Rainy Emblem	30min	Cloudy Emblem

\*Changes occur repeatedly back and forth between the two types.

## Traffic Light Changes

Magnus	Time	Magnus	Time	Magnus	Time	Magnus
Green Light	3 min	Yellow Light	18 sec	Red Light	2 min 24 sec	Green Light

\*Traffic Light changes are cyclical, transforming from Green to Red and then repeating.



## Magic Bean Changes

### Magnus

Magic Beans-Death  
 Magic Beans-Sleep  
 Magic Beans-Paralysis  
 Magic Beans-Ice  
 Magic Beans-Flame  
 Magic Beans-Poison  
 Magic Beans-Headache  
 Magic Beans-Confuse  
 Magic Beans-All+50  
 Magic Beans-All+100  
 Magic Beans-Death

\*Magic Bean changes are cyclical, transforming from Death to All+100 then repeating. Change occurs every 30 minutes.

## Tarot Card Changes

### Magnus

The Fool  
 The Magician  
 The High Priestess  
 The Empress  
 The Emperor  
 The Hierophant  
 The Lovers  
 The Chariot  
 Strength  
 The Hermit  
 Wheel of Fortune  
 Justice  
 The Hanged Man  
 Death  
 Temperance  
 The Devil  
 The Tower  
 The Star  
 The Moon  
 The Sun  
 Judgment  
 The World

\*Tarot Cards change at 30 second intervals from The Fool to The World. The cycle is endless.

## Magnus SP Combos

An SP Combo is any combination of Magnus that create a prize when played during a battle. The following lists every SP Combo found in the game and how they're created. To use this information, check the SP Combo list and find the card you want to create, then look at the ingredients. Some ingredients can be any one of several Magnus that fit under a category such as Weak Fire or Good Dolls. In such a case refer to the Magnus Categories and choose any of the Magnus under the specified category header.

For instance, Sun-dried Wine requires Good Wine + Light. Neither ingredient is specific, so look under the Magnus Categories to see which Magnus can be combined. Any combination of the ingredients listed under Light combined with either of the ingredients listed under Good Wine creates Sun-dried Wine. (i.e. Light Flare Lv 3 + Deluxe Sweet Wine)

In most cases, the ingredients must be played in a specific order for the combo to work. There are some recipes that can be played in any order. Check each one carefully before playing the Magnus.

## Magnus Categories for SP Combos

### FIRE

#### Weak

Fire Burst 1~2  
 Small Fire

#### Med

Bomb  
 Fire Burst 3~4  
 Large Fire

#### Strong

Crimson Oak Blossom  
 Deluxe Fireworks Set  
 Fire Burst 5~6

### WATER

Aqua Burst 1~4  
 Firefighting Medal  
 Mermaid's Tear  
 Mineral Water

#### Strong

Aqua Burst 5~6

### LIGHT

Light Flare 3~6  
 Sun Coin

#### Weak

Light Flare 1~2  
 Sunflower Coin

### DARK

Dark Coin  
 Dark Flare 1~6  
 Primrose Coin

### GOOD WOOD

Birch  
 Cedar Tree  
 Dog Carving  
 Doll of Lies  
 Fishing Rod  
 Monkey Carving  
 Monolith Pen  
 Oakwood  
 Pheasant Carving  
 Pine Tree  
 Red Oak  
 Young Bamboo



## GOOD FRUIT

Apple  
Avocado  
Bananas  
Cherries  
Deluxe Bananas  
Forbidden Fruit  
Grapes  
Melon  
Orange  
Peach  
Persimmon  
Strawberry

## GOOD PAPER

A Good Fortune  
A Great Fortune  
An Average Fortune  
Blank Notebook  
Broken Heart Picture  
Death  
Divorce Papers  
Doodle Book  
Fading Notebook  
Japanese Rice Paper  
Judgment  
Justice  
Loveletter 1-3  
Lovey Dovey Diary 1-3  
Monolith Brochure  
Nostalgic Picture  
Paper Fan  
Prophet's Notebook  
Savings (+interest)  
Savings Book  
Secret Recipe 1-10  
Strength  
Sweetheart Picture  
Temperance  
The Chariot  
The Devil  
The Emperor  
The Empress  
The Hierophant  
The High Priestess  
The Lovers  
The Magician  
The Moon  
The Star  
The Sun  
The World  
Wheel of Fortune

## GOOD WINE

Deluxe Red Wine  
Deluxe Sweet Wine

## GOOD DOLLS

Cute Doll  
Doll

## GOOD FLOWERS

Maple Leaf  
Pretty Flower

## GOOD FISH

Fatty Tuna  
Minced Skipjack  
Sea Bream  
Sea Urchin  
Shrimp  
Skipjack  
Squid  
Tearless Mermaid

## GOOD MEAT

Bacon  
Beef  
Beef (Best)  
Beef (Better)  
Beef (Good)  
Fresh Beef  
Ox Tongue  
Pork Ribs

## BAD WOOD

Rotten Wood  
tri-Crescendo Pen

## BAD FRUIT

Blackened Bananas  
Green Bananas  
Rotten Fruit  
Rotten Grapes

## BAD WINE

Yesterday's Wine  
Sundried Wine

## BAD PAPER

A Bad Fortune  
An Awful Fortune  
Director's Notebook  
Hateful Diary 1-3  
Insurance Money  
Mark of Death  
Stalker Letter  
The Fool  
The Hanged Man  
The Tower  
Tri-Cres Job Offer

## BAD DOLLS

Crying Doll  
Hate-filled Doll  
Voodoo Doll

## BAD FLOWERS

Dead Flower  
Root-rotten Flower

## BAD FISH

Charred Fish  
Rotten Fish

## BAD MEAT

Rotten Meat  
Charred Meat

## PICKLES

Deluxe Pickles  
Pickled Cucumber  
Pickled Eggplant  
Pickled Plum  
Red Pickled Veggies

## RICE WINE

Hot Rice Wine  
Japanese Rice Wine  
Lukewarm Rice Wine  
Sacred Wine

## ICE

Chunk of Ice  
Ice Sculpture



## WHITE RICE

Deluxe Rice  
Extra Fluffy Rice  
Rice

## BIRDS

Rooster  
Swan  
Ugly Duckling

## COLD FOOD

Frozen Tangerine  
Fruit Sorbet  
Melon Shave Ice  
Strawberry Shave Ice  
Vanilla Ice Cream

## CHARCOAL

Charcoal  
Deluxe Charcoal

## BLADES

Air Slash  
Apocalypse Sword  
Aqua Truth  
Blood Sword  
Cetaka's Sword  
Chaos Edge  
Crystal Edge  
Dark Sword  
Death Pendulum  
Dimension Blade  
Duel Sword  
Efreeti Saber  
Esperanza  
Flame Sword  
Flametongue  
Gladius

Ice Dagger  
Kusanagi Blade  
Light Saber  
Long Sword  
Marvelous Sword  
Muramasa Blade  
Ray of Truth  
Saber  
Sculpting Knife  
Shadow Thruster  
Short Sword  
Silver Sword  
Small Knife  
Void Phantom  
Wind God Blade

## Magnus SP Combo List

Number	Magnus Obtained	Item 1	Item 2	Item 3	Item 4	Item 5
1	Sun-dried Wine	Good Wine	Light	—	—	—
2	Lukewarm Rice Wine	Japanese Rice Wine	Weak Fire	—	—	—
3	Hot Rice Wine	Japanese Rice Wine	Medium or Strong Fire	—	—	—
4	Sacred Wine*	Holy Grail	Rice Wine	—	—	—
5	Rice	Power Helmet	Uncooked Rice	Water	Fire	—
6	Extra Fluffy Rice	Power Helmet	Uncooked Rice	Water	Charcoal	Fire
7	Deluxe Rice	Power Helmet	Uncooked Rice	Water	Deluxe Charcoal	Fire
8	Sushi Rice*	White Rice	Vinegar	Paper Fan	—	—
9	Roasted Squid	Squid	Weak Fire	Paper Fan	—	—
10	Model Boat	Lukewarm Rice Wine	Roasted Squid	The Silent Woman	Weak Light	—
11	Deluxe Green Tea*	Green Tea	Large Teamug	—	—	—
12	Wasabi Root	Young Wasabi Root	Dark	—	—	—
13	Deluxe Wasabi Root	Wasabi Root	Water	—	—	—
14	Deluxe Sushi*	Sushi Rice	Good Fish	Deluxe Wasabi Root	—	—
15	Sweatband*	Sushi Rice	Good Fish	Deluxe Wasabi Root	Deluxe Green Tea	—
16	Poisonous Sushi*	Sushi Rice	Bad Fish	Deluxe Wasabi Root	—	—
17	Karate Headband*	Sushi Rice	Bad Fish	Deluxe Wasabi Root	Deluxe Green Tea	—
18	Freshly Baked Bread	Wheat	Water	Medium Fire	—	—
19	Beef Jerky	Good Meat	Weak or Medium Fire	—	—	—
20	Grilled Hamburger	Good Meat	Charcoal	Weak or Medium Fire	—	—
21	Melted Ice Cream	Bad Meat	Fire	Birch Sap Gum	—	—
22	Beef Stew	Good Meat	Deluxe Charcoal	Weak or Medium Fire	Birch Sap Gum	—
23	Cheese Fondue*	Good Wine	Cheese	—	—	—
24	Cheese Fondue	Cheese	Fire	Freshly Baked Bread	—	—
25	Green Mold*	Bad Wine	Cheese	—	—	—
26	Coat of Gallantry*	Rice Wine	Good Fish or Roasted Squid	Salted Sweetfish	—	—
27	Deluxe Fireworks Set*	Beer	Peanuts	Chicken Kebab	—	—
28	Strange Brew*	Rice Wine	Good or Bad Wine	Beer	—	—
29	Strawberry Milk*	Strawberry	Milk	Sugar	—	—
30	Pretty Flower	Flower Bud	Light	—	—	—
31	Pretty Flower	Dried Flowers	Water	—	—	—
32	Root-rotten Flower	Good Flower	Water	—	—	—
33	Dead Flower	Bad Flower	Water	—	—	—
34	Dead Flower	Good or Bad Flower	Dark	—	—	—
35	Pretty Flowers	Good Flower	Good Flower	Good Flower	Good Flower	—
36	Pretty Flowers*	A Good Fortune	Sugar Cane	Yellow Light or Bananas	—	—
37	Dead Flowers	Bad Flowers	Bad Flower	Bad Flower	Bad Flower	—
38	Cute Doll*	Good Doll	Good Flower	—	—	—
39	Doll	Bad Doll	Light	—	—	—
40	Crying Doll*	Good Doll or Bad Doll	Bad Flower	—	—	—
41	Soft Boiled Egg	Egg	Weak Fire	—	—	—
42	Fried Egg	Egg	Medium Fire	—	—	—
43	Tonguetwister Rouge	Wheat	Uncooked Rice	Egg	—	—
44	Frozen Tangerine*	Orange	Ice	—	—	—



# Magnus SP Combo List

Number	Magnus Obtained	Item 1	Item 2	Item 3	Item 4	Item 5
45	Pac-Man	Cherries	Strawberry	Orange	Apple	Melon
46	Fruit Sorbet* (Note 1)	Good Fruit	Ice	—	—	—
47	Fruit Tart*	Good Fruit	Sugar	—	—	—
48	Fruit Cornucopia	Good Fruit	Good Fruit	Good Fruit	Good Fruit	—
49	Rotten Cornucopia	Bad Fruit	Bad Fruit	Bad Fruit	Bad Fruit	—
50	Seed of Headaches	Cold Food	Cold Food	Cold Food	Cold Food	—
51	Dog Carving*	Birch	Sculpting Knife	—	—	—
52	Monkey Carving*	Pine Tree	Sculpting Knife	—	—	—
53	Pheasant Carving*	Cedar Tree	Sculpting Knife	—	—	—
54	Branches (Note 2)	Good Wood or Bad Wood	Blade	—	—	—
55	Rotten Wood	Good Wood or Bad Wood	Dark or Water	—	—	—
56	Treasure	The Peach Boy	Dog Carving	Monkey Carving	Pheasant Carving	—
57	Strawberry Shave Ice*	Ice	Blade	Strawberry	—	—
58	Melon Shave Ice*	Ice	Blade	Melon	—	—
59	Sea Bream*	Shrimp	Fishing Rod	—	—	—
60	Fresh Sashimi Set	Good Fish	Good Fish	Good Fish	Good Fish	—
61	Old Sashimi Set	Bad Fish	Bad Fish	Bad Fish	Bad Fish	—
62	Deluxe Sashimi Boat	Model Boat	Good Fish	Good Fish	Good Fish	Good Fish
63	Rotten Sashimi Boat	Model Boat	Bad Fish	Bad Fish	Bad Fish	Bad Fish
64	Minced Skipjack	Skipjack	Charcoal	Weak Fire	—	—
	Minced Skipjack	Skipjack	Deluxe Charcoal	Fire	—	—
65	Plum & Eel Surprise*	Eel	Pickled Plum	—	—	—
66	Rice Ball*	White Rice	Pickled Plum	—	—	—
67	Toasted Rice Ball	Rice Ball	Soy Sauce	Weak or Medium Fire	—	—
68	Charcoal Broiled Eel	Eel	Charcoal	Weak or Medium Fire	—	—
	Charcoal Broiled Eel	Eel	Deluxe Charcoal	Fire	—	—
69	Mermaid's Tear*	Tearless Mermaid	Deluxe Wasabi Root	—	—	—
70	Fire Yell 2	Dud Bomb	Fire Yell 1	Fire Yell 1	—	—
71	Aqua Yell 2	Frozen Tangerine	Aqua Yell 1	Aqua Yell 1	—	—
72	Light Yell 2	Sacred Wine	Light Yell 1	Light Yell 1	—	—
73	Dark Yell 2	Evil Ashes	Dark Yell 1	Dark Yell 1	—	—
74	Chronos Yell 2	Green Mold	Chronos Yell 1	Chronos Yell 1	—	—
75	Wind Yell 2	Pot of Air	Wind Yell 1	Wind Yell 1	—	—
76	Fire Yell 3	Crimson Oak Blossom	Fire Yell 2	Fire Yell 2	Fire Yell 2	—
77	Aqua Yell 3	Firefighting Medal	Aqua Yell 2	Aqua Yell 2	Aqua Yell 2	—
78	Light Yell 3	Sunflower Coin	Light Yell 2	Light Yell 2	Light Yell 2	—
79	Dark Yell 3	Primrose Coin	Dark Yell 2	Dark Yell 2	Dark Yell 2	—
80	Chronos Yell 3	Amber	Chronos Yell 2	Chronos Yell 2	Chronos Yell 2	—
81	Wind Yell 3	Rainbow Emblem	Wind Yell 2	Wind Yell 2	Wind Yell 2	—
82	Fire Yell 4	Toasted Rice Ball	Fire Yell 3	Fire Yell 3	Fire Yell 3	Fire Yell 3
83	Aqua Yell 4	Mermaid's Tear	Aqua Yell 3	Aqua Yell 3	Aqua Yell 3	Aqua Yell 3
84	Light Yell 4	Sun Coin	Light Yell 3	Light Yell 3	Light Yell 3	Light Yell 3
85	Dark Yell 4	Dark Coin	Dark Yell 3	Dark Yell 3	Dark Yell 3	Dark Yell 3
86	Chronos Yell 4	Forbidden Fruit	Chronos Yell 3	Chronos Yell 3	Chronos Yell 3	Chronos Yell 3
87	Wind Yell 4	Swan	Wind Yell 3	Wind Yell 3	Wind Yell 3	Wind Yell 3
88	Loveletter 1*	A Great Fortune	Dried Persimmon	Young Bamboo or Green Bananas	—	—
89	Loveletter 2*	A Great Fortune	Dried Persimmon	Green Mold or Green Plum	—	—
90	Loveletter 3*	A Great Fortune	Dried Persimmon	Blue-only Pencil or Green Light	—	—
91	Hateful Diary 1*	A Bad Fortune	Fried Egg	Red Light or Crimson Oak Blossom	—	—
92	Lovey Dovey Diary 1*	An Average Fortune	Beetle	Orange or Frozen Tangerine	—	—
93	Voodoo Doll*	An Awful Fortune	Rotten Grapes	Charred Meat or Blackened Bananas or Dark Coin or Charred Fish	—	—
94	Voodoo Doll	Straw	Dark	—	—	—
95	Evil Ashes	Bad Paper	Fire	—	—	—
96	Evil Ashes	tri-Crescendo Pen	Fire	—	—	—
97	Dried Persimmon	Persimmon	Light	—	—	—
98	Firefighting Medal	Small Fire	Water	—	—	—
99	Goddess of Victory	Forlorn Woman	Endeavoring Woman	—	—	—
100	Secret Recipe 10	Use Secret Recipes 1-9 in order	—	—	—	—
101	Angelic Hair	Shampoo	Conditioner	Hair Aftercare	Water	Hair Dryer
102	Cursed Picture	Broken Heart Picture	Dark	—	—	—
103	Prophet's Notebook	Blank Notebook	Magic Pen	—	—	—
104	Director's Notebook	Blank Notebook	Grumble Pen	—	—	—
105	Unicorn Blow Horn	Unicorn Horn	Blade	—	—	—
106	Rainbow Emblem	Rainy Emblem	Light	—	—	—
107	John Hancock's Pen	Pegasus Horn	Blade	—	—	—
108	Consolation Pay*	Divorce Papers	John Hancock's Pen	—	—	—
109	Beetle*	Branches	Cedar Tree Sap	—	—	—
110	Grilled Fish	Good Fish	Weak or Medium Fire	—	—	—
111	Charred Fish	Good Fish	Strong Fire	—	—	—
112	Baked Potato	Large Fire	Strong Water	—	—	—
113	Monolith Brochure*	Blank Notebook	Monolith Pen	—	—	—
114	tri-Cres Job Offer*	Blank Notebook	tri-Crescendo Pen	—	—	—
115	Stinky Beans*	Soy Beans	Straw	—	—	—
116	Fatty Tuna*	Avocado	Soy Sauce	—	—	—
117	Sea Urchin*	Custard Pudding	Soy Sauce	—	—	—
118	Chestnuts*	Cheese	Honey	—	—	—
119	Melon*	Cucumber	Honey	—	—	—
120	Deluxe Curry*	Apple	Honey	Curry or Last Night's Curry or Deluxe Curry	—	—
121	Curry with Rice*	White Rice	Pickles	Curry or Last Night's Curry	—	—
122	Deluxe Curry with Rice*	Deluxe Rice	Deluxe Curry	Pickles	—	—
123	Japanese Breakfast*	White Rice	Stinky Beans	Soft Boiled Egg or Fried Egg or Egg	—	—
124	Stalker Letter	Loveletter 1	Loveletter 2	Loveletter 3	—	—
125	Doodle Book*	Blank Notebook	Red & Blue Pencil or Blue-only Pencil	—	—	—



Number	Magnus Obtained	Item 1	Item 2	Item 3	Item 4	Item 5
127	Chicken Kebab	Bird	Weak or Medium Fire	Paper Fan	—	—
128	Paper Fan*	Japanese Rice Paper	Rice Paste	Young Bamboo	—	—
129	Strawberry Jam	Strawberry	Sugar	—	—	—
130	Western Breakfast*	Freshly Baked Bread	Strawberry Jam	Milk	—	—
131	Sea Urchin Surprise*	Freshly Baked Bread	Sea Urchin	—	—	—
132	Mark of Death*	Voodoo Doll	Beautiful Hair or Angelic Hair	—	—	—
133	Sea Bream Lunch*	Sea Bream	Rice	—	—	—
134	Beautiful Hair	Shampoo	Conditioner	Hair Dryer	—	—
	Beautiful Hair	Shampoo	Conditioner	Hair Aftercare	Hair Dryer	—
135	Vanilla Ice Cream	Good Meat	Weak or Medium Fire	Birch Sap Gum	—	—
	Vanilla Ice Cream	Good Meat	Charcoal	Weak or Medium Fire	Birch Sap Gum	—
136	Pet Food	Bad Meat	Fire	—	—	—
	Pet Food	Bad Meat	Charcoal	Fire	—	—
	Pet Food	Bad Meat	Charcoal	Fire	—	—
137	Charred Meat	Bad Meat	Strong Fire	—	—	—
	Charred Meat	Good Meat	Charcoal	Strong Fire	—	—
	Charred Meat	Good Meat	Strong Fire	Birch Sap Gum	—	—
	Charred Meat	Good Meat	Charcoal	Strong Fire	Birch Sap Gum	—
	Charred Meat	Bird	Strong Fire	Paper Fan	—	—
138	Ashes	Wheat	Water	Strong Fire	—	—
	Ashes	Egg	Strong Fire	—	—	—
	Ashes	Rotten Wood	Fire	—	—	—
	Ashes	Skipjack	Charcoal	Medium or Strong Fire	—	—
	Ashes	Rice Ball	Soy Sauce	Strong Fire	—	—
	Ashes	Eel	Charcoal	Strong Fire	—	—
	Ashes	Good Paper	Fire	—	—	—
	Ashes	Good Flower or Bad Flower	Fire	—	—	—
139	Deluxe Charcoal	Oakwood	Strong Fire	—	—	—
	Deluxe Charcoal	Doll of Lies	Strong Fire	—	—	—
	Deluxe Charcoal	Red Oak	Strong Fire	—	—	—
140	Charcoal (Note 3)	Good Wood	Fire	—	—	—
141	Holy Grail*	Monolith Pen	tri-Crescendo Pen	—	—	—

\*Ingredients can be played in any order

Note 1: All fruit in the "Good Fruit" category makes #46 "Fruit Sorbet", except for an Orange, which makes #44 "Frozen Tangerine"

Note 2: #54 "Branches" are made with all "Good Wood" and "Blade" combos except when Birch, Pine Tree, or Cedar Tree are combined with the Sculpting Knife, which makes #51, #52, #53 respectively.

Note 3: #140 "Charcoal" is made with all "Good Wood" and "Fire" combinations, except when "Oakwood", "Doll of Lies", or "Red Oak" are combined with Strong Fire, which makes #139 "Deluxe Charcoal" instead.



# Bestiary

## 1. Enemy Name

## 2. Picture of Enemy

## 3. Description

## 4. Hit Points—the enemy's health.

## 5. Agility—determines combat order. The character or enemy with the highest agility attacks first.

## 6. Experience—the amount of experience points earned for defeating the enemy in combat.

**Imperial Guard** ★ ★ ★ 7

Soldier serving at the Imperial capital, Mintaka. His main duty is to police the area and maintain security. Well-trained and very strong!  
Appearance: Mintaka City

HP	630	WATER	+30	FIRE	-30	DARK	-50
AGL	103	LIGHT	+50	WIND	0	CHRONO	0
EXP	175	DEATH	0	SLEEP	0	PARA	50
		FRZING	0	PSN	0	HDACH	0
		CONF	0				

8. **Elemental Effects**—displays any elemental strengths or weaknesses. The creature takes extra damage from elements with a positive number and less damage from those with a negative number. All numbers represent a percentage change in the base damage of an attack. For instance, a Fire +60 means that the creature takes 60% more damage from Fire attacks. A Fire attacks that normally causes 100 points of damage would cause 160 points of damage.

7. **Photo**—the enemy's picture rating. Use it in combination with an area's rating to determine if light adjustments are necessary when taking photos.

9. **Status Resistance**—These numbers represent how resistant the enemy is to negative status effects. Each number is a percentage. The higher the number, ranging from 0 to 100, the more resistant the creature is to the status effect.

## Common Enemies

**Acheron** ★ ★ ★

A mollusk-type creature with a shell on its back. It can't bundle its four legs into its shell, but it has great defensive strength. Habitat: Holoholo Jungle

HP	380	WATER	-60	FIRE	+60	DARK	0
AGL	51	LIGHT	0	WIND	0	CHRONO	0
EXP	68	DEATH	0	SLEEP	0	PARA	0
		FRZING	0	PSN	0	HDACH	0
		CONF	0				

**Alavarum** ★ ★ ★

Humanoid Guardian, protector of the labyrinth. Created by ancient magicians, this guardian doesn't discriminate good or evil. Habitat: Illusory Fortress of the Book

HP	1420	WATER	-30	FIRE	+30	DARK	+30
AGL	159	LIGHT	-30	WIND	-30	CHRONO	+30
EXP	8200	DEATH	0	SLEEP	100	PARA	100
		FRZING	0	PSN	0	HDACH	0
		CONF	50				

**Albireo** ★ ★ ★

An odd creature found in Diadem. Everything except the head is covered with a slimy mucous. Stinky, slimy, yet surprisingly tasty! Habitat: Cloud Passage

HP	155	WATER	0	FIRE	0	DARK	0
AGL	38	LIGHT	0	WIND	-50	CHRONO	-50
EXP	20	DEATH	0	SLEEP	0	PARA	0
		FRZING	0	PSN	0	HDACH	0
		CONF	0				

**Almanek** ★ ★ ★

Powerful monster created by evil gods during an ancient war. It lost its master long ago, and has been lashing out in fury ever since. Habitat: Capella, Garden of Death

HP	1300	WATER	0	FIRE	0	DARK	-80
AGL	130	LIGHT	+80	WIND	0	CHRONO	0
EXP	5820	DEATH	50	SLEEP	0	PARA	0
		FRZING	0	PSN	0	HDACH	0
		CONF	0				

**Apollion** ★ ★ ★

Servant of the gods in charge of guarding the castle. Its enormous spiked morningstar even strikes fear in the hearts of creatures lurking around the castle. Habitat: Cor Hydrae Castle

HP	2700	WATER	0	FIRE	0	DARK	-30
AGL	200	LIGHT	+30	WIND	0	CHRONO	0
EXP	15600	DEATH	70	SLEEP	0	PARA	0
		FRZING	0	PSN	0	HDACH	0
		CONF	0				

**Arachnid** ★ ★ ★

Crystal creature found in the Ice Lands. It covers itself with ice by releasing cold air from all over its body! Habitat: The Ice Cliffs of Gomeisa

HP	680	WATER	-80	FIRE	+80	DARK	+30
AGL	125	LIGHT	-30	WIND	0	CHRONO	0
EXP	960	DEATH	0	SLEEP	0	PARA	50
		FRZING	100	PSN	0	HDACH	0
		CONF	0				

**Badwin** ★ ★ ★

Blood-sucking creature that lives in the mountains. Stronger than its relative, the Shawra, as it must survive in harsh environments. Habitat: Celestial Alps

HP	1100	WATER	0	FIRE	0	DARK	0
AGL	151	LIGHT	0	WIND	-50	CHRONO	+50
EXP	8000	DEATH	0	SLEEP	50	PARA	0
		FRZING	0	PSN	0	HDACH	0
		CONF	0				



**Bar-Mool** ★★★ PHOTO

An amphibious creature that lives in humid areas. Often seen in caves. It doesn't need much water to survive. Tasty. Habitat: Labyrinth of Duhr

HP	1040	WATER	-50	FIRE	+50	DARK	0
AGL	115	LIGHT	0	WIND	+30	CHRONO	-30
EXP	3070	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

**Bauganum** ★★★ PHOTO

Fearful animal that hunts intruders in the old ruins. Habitat: Labyrinth of Duhr

HP	1170	WATER	-50	FIRE	+50	DARK	0
AGL	120	LIGHT	0	WIND	0	CHRONO	0
EXP	3870	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	50
						CONF	0

**Beberum** ★★★★★ PHOTO

This Imperial soldier was transformed by the powers of darkness. He definitely didn't get chicks, even before his transformation. Wanders in: Mintaka Empire

HP	860	WATER	+20	FIRE	-20	DARK	-80
AGL	116	LIGHT	+80	WIND	0	CHRONO	0
EXP	2145	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

**Blood Leaf** ★★★ PHOTO

Vampiric creature found in Anuenue's large colonial trees. Its narrow wings are unfit for flying. Wraps its tail around branches to rest. Habitat: Celestial Tree

HP	360	WATER	0	FIRE	0	DARK	0
AGL	75	LIGHT	0	WIND	-80	CHRONO	+80
EXP	98	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

**Breacher** ★★ PHOTO

Two-headed animal that reigns as king of the animals in the ancient region. Former advance guard of the evil gods. Still hates people. Habitat: Zosma Tower

HP	1600	WATER	+75	FIRE	-75	DARK	0
AGL	155	LIGHT	0	WIND	0	CHRONO	0
EXP	8600	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						FRZING	0
						CONF	0

**Cancerite** ★★★ PHOTO

Human-shaped amphibious creature found lurking by the riverside. Communicates in an unknown language, and acts like a rude drunkard! Habitat: Lesser Celestial River

HP	130	WATER	-50	FIRE	+50	DARK	0
AGL	33	LIGHT	0	WIND	0	CHRONO	0
EXP	16	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	20
						CONF	0

**Ceratobus** ★★★★★ PHOTO

Fierce animal found in volcanoes. Shoots flames from its body, never burning itself. Maybe you can grill it up. Habitat: Lava Caves

HP	760	WATER	+100	FIRE	-100	DARK	0
AGL	55	LIGHT	0	WIND	0	CHRONO	0
EXP	780	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						FRZING	100
						CONF	0

**Contaminated Walker** ★★ PHOTO

This mechanical soldier is a product of Imperial science and engineering. Its functions have been enhanced by a wicked power of some sort. Wanders within: Imperial Fortress

HP	920	WATER	+20	FIRE	-20	DARK	-20
AGL	118	LIGHT	+20	WIND	+20	CHRONO	-20
EXP	2445	DEATH	100	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	100
						FRZING	0
						CONF	100

**Corrupted Walker** ★★ PHOTO

Robotic soldier built with Imperial technology. Its offensive and defensive power has been enhanced by an evil force. Wanders within: Imperial Fortress

HP	820	WATER	+20	FIRE	-20	DARK	-20
AGL	115	LIGHT	+20	WIND	+20	CHRONO	-20
EXP	1920	DEATH	100	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	100
						FRZING	0
						CONF	0

**Crystal Spider** ★★★ PHOTO

Crystalline creature from another dimension. Its hard body is difficult to shatter. Very powerful. Habitat: Coccolith, Labyrinth of Mirrors

HP	540	WATER	-30	FIRE	+30	DARK	+50
AGL	88	LIGHT	-50	WIND	0	CHRONO	0
EXP	278	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	100
						CONF	0

**Cursed Grimoire** ★★ PHOTO

An old evil book made more evil with the evil power. Great evil power dwelled evilly in this strong, evil book, but now it's really, really evil. Habitat: Ancient Library of Magic.

HP	290	WATER	-30	FIRE	+30	DARK	+30
AGL	46	LIGHT	-30	WIND	-30	CHRONO	+30
EXP	53	DEATH	0	SLEEP	50	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

**Cursed Spell Book** ★★★ PHOTO

An old spell book animated by the powers of darkness. It eats small animals and insects. Digestive system unknown. Habitat: Ancient Library of Magic.

HP	225	WATER	-30	FIRE	+30	DARK	+30
AGL	44	LIGHT	-30	WIND	-30	CHRONO	+30
EXP	47	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	50



## Demonic Hands

★★★ PHOTO



A very peculiar life-form resembling a spider. They say a demon's hands were cut off as punishment. Those hands then developed a will! Creepy. Habitat: Cor Hydrae Castle

HP	1900	WATER	0	FIRE	0	DARK	-50
AGL	187	LIGHT	+50	WIND	+20	CHRONO	-20
EXP	9600	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Devil Claws

★★★ PHOTO



A huge insect that nests in Anuenue's giant trees. So violent that those who attempt to catch it may be killed. Fry up this big bug for an excellent meal! Habitat: Celestial Tree

HP	495	WATER	+30	FIRE	-30	DARK	0
AGL	54	LIGHT	0	WIND	-20	CHRONO	+20
EXP	110	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Devilish Hands

★★★ PHOTO



A very peculiar life-form resembling a spider. They say a devil's hands were cut off as punishment. Those hands then developed a will! Creepy. Habitat: Detourne, the Mystical Garden

HP	600	WATER	+20	FIRE	-20	DARK	-20
AGL	79	LIGHT	+20	WIND	+20	CHRONO	-20
EXP	172	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Diabolos

★★★ PHOTO



Low-ranking magical creature that wanders about the castle. Although it's not so tough, its power shouldn't be taken lightly since it's allowed to live in Cor Hydrae. Habitat: Cor Hydrae Castle

HP	2000	WATER	-30	FIRE	+30	DARK	-50
AGL	192	LIGHT	+50	WIND	-20	CHRONO	+20
EXP	10,700	DEATH	0	SLEEP	100	PARA	100
		FLAMES	0	PSN	0	HDACH	0
						FRZING	50
						CONF	0

## Doomer

★★★★★ PHOTO



Enigmatic flame-filled creature that roams through the valley. A fairly common sight. It's known to swallow wind attacks. Habitat: Nunki Valley

HP	45	WATER	+100	FIRE	-100	DARK	0
AGL	19	LIGHT	0	WIND	0	CHRONO	0
EXP	7	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Elite Imperial Guard

★★★ PHOTO



Senior soldier and guard of the Imperial city. Popular among women because of his dignified look, stable income, and nice uniform. Of course, very strong! Appearance: Mintaka City

HP	585	WATER	+30	FIRE	-30	DARK	-50
AGL	97	LIGHT	+50	WIND	0	CHRONO	0
EXP	426	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Filler

★★★ PHOTO



Energy-sucking creature which seems to exist between two dimensions. Many have spotted this creature in areas rich in folklore. Stabs victims with a needle to suck the life out. Habitat: Nekton, Shrine of the Spirits

HP	480	WATER	0	FIRE	0	DARK	+50
AGL	95	LIGHT	-50	WIND	0	CHRONO	0
EXP	213	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	50
						FRZING	0
						CONF	0

## Flobo

★★★ PHOTO



Strange flying creature found in the Ice Cliffs. Everything but the head is covered in mucous. Its fat tastes great! Habitat: The Ice Cliffs of Gomeisa

HP	720	WATER	-60	FIRE	+60	DARK	0
AGL	120	LIGHT	0	WIND	-30	CHRONO	+30
EXP	1090	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	50
						FRZING	0
						CONF	0

## Floomer

★★★★★ PHOTO



Mysterious flame-filled creature that wanders the blustery ice cliffs. Its flames are actually incredibly frigid and cause frostbite if touched. Habitat: The Ice Cliffs of Gomeisa

HP	720	WATER	-100	FIRE	+100	DARK	0
AGL	155	LIGHT	0	WIND	-30	CHRONO	+30
EXP	1570	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						FRZING	100
						CONF	0

## Foytow

★★★ PHOTO



Huge insect that lives in volcanoes. Its long beak sucks the bodily juices out of its prey. Moves much faster than its looks. Habitat: Lava Caves

HP	560	WATER	+80	FIRE	-80	DARK	0
AGL	108	LIGHT	0	WIND	-60	CHRONO	+60
EXP	605	DEATH	0	SLEEP	0	PARA	0
		FLAMES	70	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Gagarek

★★★★★ PHOTO



This Imperial soldier used to be quite the lady's man, but ever since his soul was touched by the power of wicked gods, he just hasn't been himself. In fact, he's a full-fledged monster. Wanders in: Mintaka Empire

HP	790	WATER	+20	FIRE	-20	DARK	-80
AGL	110	LIGHT	+80	WIND	0	CHRONO	0
EXP	1645	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						FRZING	0
						CONF	0

## Ghost Claws

★★★ PHOTO



A huge insect that lives between dimensions. Truly a hideous bug that eats its prey alive. Stay alert! Habitat: Trail of Souls

HP	315	WATER	-630	FIRE	-60	DARK	-60
AGL	68	LIGHT	-60	WIND	-60	CHRONO	-60
EXP	123	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	1000	HDACH	0
						FRZING	0
						CONF	0



### Ghoulish Skirmisher

PHOTO ★★

An extremely powerful ghost residing in a corpse. The muscles have deteriorated, but it's still very strong. Fight with caution. Habitat: Capella, Garden of Death



HP	1120	WATER	0	FIRE	0	DARK	-80
AGL	135	LIGHT	+80	WIND	0	CHRONO	0
EXP	5070	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Imperial Guard

PHOTO ★★★

Soldier serving at the Imperial capital, Mintaka. His main duty is to police the area and maintain security. Well-trained and very strong! Appearance: Mintaka City



HP	630	WATER	+30	FIRE	-30	DARK	-50
AGL	103	LIGHT	+50	WIND	0	CHRONO	0
EXP	475	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Gormer

PHOTO ★★★★★

Mysterious flame-filled creature that wanders about mysterious places in a mysterious atmosphere. Its flames look intense, but aren't so hot to the touch. Habitat: Detourne, the Mystical Garden



HP	450	WATER	+100	FIRE	-100	DARK	0
AGL	110	LIGHT	0	WIND	0	CHRONO	0
EXP	159	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						CONF	0

### Imperial Soldier

PHOTO ★★★

Soldier of the Imperial Army, and backbone of the Alfard Empire. Take them out before they get you!



HP	70	WATER	+20	FIRE	-20	DARK	0
AGL	19	LIGHT	0	WIND	0	CHRONO	0
EXP	11	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Gray Cancerite

PHOTO ★★★

Strange creature found lurking in the mystical forest. Looks a bit spooky, but it's probably just a fairy, or is it? Habitat: Nekton, Shrine of the Spirits



HP	520	WATER	-30	FIRE	+30	DARK	+30
AGL	75	LIGHT	-30	WIND	0	CHRONO	0
EXP	240	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Imperial Walker

PHOTO ★★★

An Imperial technological feat. Loaded with the world's first mechanical brain. It can only process basic orders, however. Area of Manufacture: Alfard Empire



HP	660	WATER	+20	FIRE	-20	DARK	-20
AGL	110	LIGHT	+20	WIND	+20	CHRONO	-20
EXP	535	DEATH	100	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Gul-Bar-Mool

PHOTO ★★★

An amphibious creature that lives in and around old ruins. Unlike others of its kind, it contains no poison. But it tastes awful! Habitat: Zosma Tower



HP	1150	WATER	-50	FIRE	+50	DARK	-30
AGL	145	LIGHT	+30	WIND	0	CHRONO	0
EXP	7620	DEATH	50	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Iron Beetle II

PHOTO ★★★

Based on the original Iron Beetle and specially manufactured for the Emperor's personal guards. Looks similar to its predecessor, but performance is superior. Area of Manufacture: Alfard Empire



HP	960	WATER	+50	FIRE	-50	DARK	-30
AGL	98	LIGHT	+30	WIND	0	CHRONO	0
EXP	1770	DEATH	0	SLEEP	100	PARA	100
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Imperial Blackhelm

PHOTO ★★★

Well-trained, highly skilled soldier of the Imperial Army. Other soldiers refer to them in awe as part of the "Dark Unit."



HP	280	WATER	0	FIRE	0	DARK	-50
AGL	42	LIGHT	+50	WIND	0	CHRONO	0
EXP	38	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Lanocaulis

PHOTO ★★★★★

Heat-resistant "mimic" creature. Its white coloring reduces heat absorption. Habitat: Lava Caves



HP	750	WATER	+30	FIRE	+30	DARK	0
AGL	110	LIGHT	0	WIND	+30	CHRONO	-30
EXP	890	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	50	HDACH	0
						CONF	0

### Imperial Elite

PHOTO ★★

High ranking soldier in the Imperial Army. More mature and experienced than those in the lower-ranks.



HP	230	WATER	0	FIRE	0	DARK	-50
AGL	42	LIGHT	+50	WIND	0	CHRONO	0
EXP	38	DEATH	0	SLEEP	50	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Laramooga

PHOTO ★★

One of the desert people killed in Operation Sweep. His hatred and bitterness combined with Malpercio's power brought him back. Wanders in: Nihal Desert



HP	1510	WATER	+20	FIRE	-20	DARK	-80
AGL	163	LIGHT	+80	WIND	0	CHRONO	0
EXP	8400	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0



### Mad Cancerite



Human-shaped amphibious creature that prefers to live in dark places. Doesn't need water, but can't get to sleep without its special eggnog. Habitat: Labyrinth of Duhr.

HP	1100	WATER	-50	FIRE	+50	DARK	0
AGL	113	LIGHT	0	WIND	+30	CHRONO	-30
EXP	3420	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	50

### Mirabilis



Large "mimic" creature found in jungles. Catches prey by imitating giant plants. Sucks juices from its victims with quills at the end of its vines. Habitat: Holoholo Jungle

HP	450	WATER	-30	FIRE	+30	DARK	0
AGL	55	LIGHT	0	WIND	+30	CHRONO	-30
EXP	87	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Mafreega



Heinous monster created by evil gods during an ancient war. Has vowed to destroy humans and awaits its master's return. Habitat: Labyrinth of Duhr

HP	1240	WATER	+80	FIRE	-80	DARK	0
AGL	125	LIGHT	0	WIND	+20	CHRONO	-20
EXP	4420	DEATH	50	SLEEP	0	PARA	100
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Mysterious Shellfish



Strong shellfish with substantial magical power in Duhr. Smarter than the others of its kind, and knows more powerful magic. Only the truly brave stand a chance! Habitat: Zosma Tower

HP	550	WATER	+20	FIRE	+20	DARK	+20
AGL	165	LIGHT	+20	WIND	+20	CHRONO	+20
EXP	6670	DEATH	30	SLEEP	30	PARA	30
		FLAMES	30	PSN	30	HDACH	30
						CONF	30

### Magic Shellfish



Strange shellfish found in Mira. Its body-protecting shell is so hard that normal attacks won't scratch it. Habitat: Detourne, the Mystical Garden

HP	200	WATER	+20	FIRE	+20	DARK	+20
AGL	77	LIGHT	+20	WIND	+20	CHRONO	+20
EXP	149	DEATH	30	SLEEP	30	PARA	30
		FLAMES	30	PSN	30	HDACH	30
						CONF	30

### Pul-Puk



An amphibious creature found in and around the celestial rivers. Tasty, indeed, but if not prepared right, its poisonous meat can be deadly. Better not try it. Habitat: Lesser Celestial River

HP	110	WATER	-80	FIRE	+80	DARK	0
AGL	27	LIGHT	0	WIND	0	CHRONO	0
EXP	13	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Magma Beast



Fierce beast that thrives in hot climates, such as volcanic regions. High resistance to heat. Can't survive in cooler regions. Habitat: The Lava Caves

HP	720	WATER	+90	FIRE	-90	DARK	0
AGL	106	LIGHT	0	WIND	0	CHRONO	0
EXP	685	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						CONF	0

### Ray-moo



Unusual winged creature found in the mystical forest. No one has dared to try eating such an odd creature from such a spooky place. Habitat: Nekton, Shrine of the Spirits

HP	495	WATER	0	FIRE	0	DARK	+30
AGL	90	LIGHT	-30	WIND	-30	CHRONO	+30
EXP	190	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

### Master Revenant



Corpse controlled by an evil will. The bones have been warped by wicked magic, contorting them to look unhuman. Habitat: Battleship Goldoba

HP	760	WATER	+100	FIRE	-100	DARK	0
AGL	55	LIGHT	0	WIND	0	CHRONO	0
EXP	780	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						CONF	0

### Rulug



Gigantic insect that lives high up in the mountains, where it has an array of prey to choose from. Sucks bodily juices from its victims in an instant! Habitat: Celestial Alps

HP	1290	WATER	0	FIRE	0	DARK	-30
AGL	154	LIGHT	+30	WIND	-60	CHRONO	+60
EXP	8000	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	50	HDACH	0
						CONF	0

### Maw-Maw-Goo



A shelled mollusk that prefers dark, humid places. Its body contains a poisonous liquid. Touching it will give you a nasty ulcer! Habitat: Greater Celestial River

HP	1390	WATER	-80	FIRE	+80	DARK	0
AGL	80	LIGHT	0	WIND	0	CHRONO	0
EXP	8200	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	50

### Sbarb



Feared two-headed hunting dog of the evil gods. Definitely not man's best friend, since it eats him. Habitat: Coccolith, Labyrinth of Mirrors

HP	570	WATER	+75	FIRE	-75	DARK	0
AGL	86	LIGHT	0	WIND	0	CHRONO	0
EXP	327	DEATH	0	SLEEP	50	PARA	0
		FLAMES	0	PSN	0	HDACH	0
						CONF	0



### Shadow Claws

PHOTO  
★★★

A huge insect found in the Greater Celestial River. It's attracted to rotten meat. Leaves dead prey for days before eating it. Habitat: Greater Celestial River



HP	950	WATER	-80	FIRE	-80	DARK	-80
AGL	160	LIGHT	-80	WIND	-80	CHRONO	-80
EXP	8600	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	100	HDACH	0
				CONF	0		

### Striper

PHOTO  
★★

Fierce beast found in Diadem's Cloud Passage. Originally nocturnal, but has recently been spotted both during the day and at night. Habitat: The Cloud Passage



HP	170	WATER	0	FIRE	0	DARK	0
AGL	31	LIGHT	0	WIND	-50	CHRONO	+50
EXP	25	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	50	HDACH	0
				CONF	0		

### Shawra

PHOTO  
★★★

Blood-sucking creature that lives in forests. Doesn't have a mouth, but sucks blood from a needle at the tip of its tail. Habitat: Sadal Suud Frontier



HP	15	WATER	0	FIRE	0	DARK	0
AGL	8	LIGHT	0	WIND	-30	CHRONO	+30
EXP	2	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Undead Swordsman

PHOTO  
★★

A powerful ghost residing in a corpse. It is very skilled with a sword, and won't go down easy. Habitat: Holoholo Jungle



HP	340	WATER	0	FIRE	0	DARK	-50
AGL	52	LIGHT	+50	WIND	-30	CHRONO	+30
EXP	77	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	60	HDACH	0
				CONF	0		

### Skeleton Warrior

PHOTO  
★★★

A wicked ghost residing in the bones of a dead human. It's not possessed with hate-filled strength and bitterness, so it shouldn't be hard to beat. Habitat: Ancient Library of Magic



HP	285	WATER	-30	FIRE	+30	DARK	-60
AGL	42	LIGHT	+60	WIND	0	CHRONO	0
EXP	42	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Unuk

PHOTO  
★★★

This fearsome beast lives in forests. Its enormous fangs are used solely for combat. Swallows its prey in one gulp. Habitat: Sadal Suud Frontier



HP	23	WATER	+30	FIRE	-30	DARK	0
AGL	8	LIGHT	0	WIND	0	CHRONO	0
EXP	4	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	50	HDACH	0
				CONF	0		

### Slime

PHOTO  
★★★

Jelly-like creature that lurks about the Tower of DRUAGA. Looks tasty, but doesn't actually taste like a melon! Habitat: Tower of DRUAGA



HP	540	WATER	-80	FIRE	+80	DARK	0
AGL	76	LIGHT	0	WIND	0	CHRONO	0
EXP	142	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Varalba

PHOTO  
★★★

Beast guardian of the labyrinth. Created with magic and modeled after evil beasts. It may not look so bright, but it actually is quite skilled with magic. Habitat: Illusory Fortress of the Book



HP	1650	WATER	+30	FIRE	-30	DARK	-30
AGL	161	LIGHT	+30	WIND	+30	CHRONO	-30
EXP	8600	DEATH	0	SLEEP	100	PARA	100
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Snow Cancerite

PHOTO  
★★★

Human-shaped amphibious creature that loves cold places. It must continuously drink spiked eggnog to keep from freezing to death. Habitat: The Ice Cliffs of Gomeisa



HP	660	WATER	-80	FIRE	+80	DARK	+25
AGL	110	LIGHT	-25	WIND	0	CHRONO	0
EXP	1290	DEATH	50	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Vorleg

PHOTO  
★★★

Crafty, evil animal that wanders through the castle. Its high level of intelligence will turn lower-ranked evil creatures pale with fear. Habitat: Cor Hydrae Castle



HP	2100	WATER	+30	FIRE	-30	DARK	-30
AGL	195	LIGHT	+30	WIND	0	CHRONO	0
EXP	12,000	DEATH	50	SLEEP	100	PARA	100
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		

### Spell Shellfish

PHOTO  
★★★★★

Shellfish floating softly in midair. It's found in jungles, and has the ability to cast spells. Swallows its prey whole. Habitat: Holoholo Jungle



HP	180	WATER	+20	FIRE	+20	DARK	+20
AGL	49	LIGHT	+20	WIND	+20	CHRONO	+20
EXP	60	DEATH	30	SLEEP	30	PARA	30
		FLAMES	30	PSN	30	HDACH	30
				CONF	30		

### Wokoob Kakish

PHOTO  
★★★★★

A strong beast created by evil gods during an ancient war. Its blood still boils with the fighting spirit of old. Habitat: Coccolith, Labyrinth of Mirrors



HP	600	WATER	0	FIRE	0	DARK	+50
AGL	87	LIGHT	-50	WIND	0	CHRONO	0
EXP	386	DEATH	50	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				CONF	0		



## Wolgarb

★★★  
PHOTO

Loyal watchdog of the gods that wanders freely about the castle. Released to devour unfaithful servants or intruders. Habitat: Cor Hydrae Castle

HP	2350	WATER	0	FIRE	0	DARK	-30
AGL	235	LIGHT	+30	WIND	0	CHRONO	0
EXP	13,600	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	70
						CONF	0

## Zelmer

★★★  
PHOTO

A fireball-type creature living in the outer dimension. Exhibits a peculiar aura that gives chills to anyone in its path. Habitat: Trail of Souls

HP	270	WATER	-60	FIRE	-60	DARK	-60
AGL	93	LIGHT	-60	WIND	-60	CHRONO	-60
EXP	137	DEATH	0	SLEEP	0	PARA	0
		FLAMES	100	PSN	0	HDACH	0
						CONF	0

## Zuzlani

★★★★  
PHOTO

This Imperial soldier was transformed by the powers of darkness. Originally he belonged to special forces, suffering from excessive amounts of stress. Very strong. Wanders in: Imperial Fortress

HP	1000	WATER	+20	FIRE	-20	DARK	-80
AGL	120	LIGHT	+80	WIND	0	CHRONO	0
EXP	2820	DEATH	0	SLEEP	0	PARA	50
		FLAMES	0	PSN	0	HDACH	0
						CONF	0

## Ayme (2)

★★★  
PHOTO

An executive in the Empire's Dark Forces. One of the cruellest minds in the Imperial Army—yet she obeys orders faithfully.

HP	5000	WATER	-30	FIRE	+30	DARK	-30
AGL	220	LIGHT	+30	WIND	-50	CHRONO	+50
EXP	50,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Brolokis

★★★  
PHOTO

Relative of the Thunderfish found in rivers. Its rough surface bears little similarity to a Thunderfish. They say it's endangered, but it seems many still exist. Habitat: Greater Celestial River

HP	13,000	WATER	-80	FIRE	+80	DARK	0
AGL	180	LIGHT	0	WIND	0	CHRONO	0
EXP	120,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Despina

★★★  
PHOTO

Dark soldier and servant of the wicked god. Master of "time-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most. Habitat: Interdimensional Crack

HP	3700	WATER	0	FIRE	0	DARK	-50
AGL	117	LIGHT	+50	WIND	+30	CHRONO	-30
EXP	16,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Fadroh

★★★★  
PHOTO

Malpercio's power has brought Fadroh close to the pinnacle of evil. He even has a high-ranking appeal among the forces of darkness. Encountered in: Imperial Fortress

HP	7000	WATER	0	FIRE	0	DARK	-30
AGL	99	LIGHT	+30	WIND	+80	CHRONO	-80
EXP	45,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Agyo

★★★★  
PHOTO

A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Agyo has "fire-based" attributes. Appearance: Zosma Tower

HP	7000	WATER	+80	FIRE	-80	DARK	0
AGL	100	LIGHT	0	WIND	0	CHRONO	0
EXP	60,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Folon (1)

★★★★  
PHOTO

An executive in the Empire's Dark Forces. He's a half-crazed joker, but still follows orders faithfully.

HP	2300	WATER	+30	FIRE	-30	DARK	-50
AGL	43	LIGHT	+50	WIND	0	CHRONO	0
EXP	880	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Ayme (1)

★★★★  
PHOTO

An executive in the Empire's Dark Forces. One of the cruellest minds in the Imperial Army—yet she obeys orders faithfully.

HP	2400	WATER	-30	FIRE	+30	DARK	-30
AGL	150	LIGHT	+30	WIND	-50	CHRONO	+50
EXP	10,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Folon (2)

★★★★  
PHOTO

An executive in the Empire's Dark Forces. He's a half-crazed joker, but still follows orders faithfully.

HP	2700	WATER	+30	FIRE	-30	DARK	-50
AGL	85	LIGHT	+50	WIND	+30	CHRONO	-30
EXP	10,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

## Bosses




### Folon (3)



PHOTO



An executive in the Empire's Dark Forces. He's a half-crazed joker, but still follows orders faithfully.

	HP	5500	WATER	+30	FIRE	-30	DARK	-50		
	AGL	110	LIGHT	+50	WIND	+30	CHRONO	-30		
	EXP	50,000	DEATH	100	SLEEP	100	PARA	100	FRZING	100
			FLAMES	100	PSN	100	HDACH	100	CONF	100

### Gnosis



PHOTO



Creature from another dimension, particularly known for its utter strangeness. A very difficult creature to study, as it's not from this world. Habitat: The Outer Dimension

	WATER	+50	FIRE	+50	DARK	+50			
	LIGHT	+100	WIND	+50	CHRONO	+50			
HP	3600	DEATH	100	SLEEP	100	PARA	100	FRIZING	100
AGL	60	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	2700								

### Galatea



PHOTO



Dark soldier and servant of the wicked god. Master of "wind-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most. Habitat: Interdimensional Crack

	WATER	0	FIRE	0	DARK	-50			
	LIGHT	+50	WIND	-30	CHRONO	+30			
HP	5600	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	118	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	21,000								

### Iron Beetle I



PHOTO



Combat vehicle developed for the Imperial Army. Known as the "Iron Beetle," this is a key component of the Empire's ground force units. Area of Manufacture: Alfard Empire

		WATER	+30	FIRE	-30	DARK	-30		
		LIGHT	+30	WIND	0	CHRONO	0		
HP	1500	DEATH	100	SLEEP	100	PARA	100	FRIZING	100
AGL	35	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	340								

### Geldoblame



PHOTO



Emperor Geldoblame in his grotesque form, close to becoming the long-sought "Perfect Being" after being touched by the power of Cursed Malpercio. Appearance: Lava Caves

	WATER	+20	FIRE	-20	DARK	-80			
	LIGHT	+80	WIND	+30	CHRONO	-30			
HP	5500	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	104	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	19,000								

### Iron Beetle V



PHOTO



An enormous Imperial tank. This updated Iron Beetle is three times stronger than its predecessor. Area of Manufacture: Alfard Empire

		WATER	+40	FIRE	-40	DARK	-30		
		LIGHT	+30	WIND	0	CHRONO	0		
HP	1700	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	40	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	430								

### Giacomo (1)



PHOTO



Leader of the Empire's Dark Forces. Manages all secret operations ordered by the Emperor. Has an important connection to Kalas.

		WATER	+30	FIRE	-30	DARK	-30		
		LIGHT	+30	WIND	0	CHRONO	0		
HP	750	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	21	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	190								

### Kalas—Angel of Darkness



PHOTO



Kalas with white wings, and a tainted soul after being touched by the breath of Malpercio. Deep down he's still the same Kalas. Appearance: Central Imperial Fortress

	HP	9000	WATER	0	FIRE	0	DARK	-80
	AGL	168	LIGHT	+80	WIND	-40	CHRONO	+40
	EXP	0	DEATH	100	SLEEP	100	PARA	100
			FLAMES	100	PSN	100	HDACH	100
							CONF	100

### Giacomo (2)



PHOTO



Leader of the Empire's Dark Forces. Manages all secret operations ordered by the Emperor. Has an important connection to Kalas.

		WATER	+50	FIRE	-50	DARK	-30
		LIGHT	+30	WIND	0	CHRONO	0
HP	3800	DEATH	100	SLEEP	100	PARA	100
AGL	95	FLAMES	100	PSN	100	HDACH	100
EXP	14,000						

### Kulcaboran



PHOTO



A demi-dragon created by ancient wizards for testing purposes. Resembles the endangered Sabre Dragon, but there's no need to worry about taking it out! Habitat: Illusory Fortress of the Book

		WATER	0	FIRE	0	DARK	0		
		LIGHT	0	WIND	+80	CHRONO	-80		
HP	10,000	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	155	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	120,000								

### Giacomo (3)



PHOTO



Leader of the Empire's Dark Forces. Manages all secret operations ordered by the Emperor. Has an important connection to Kalas.

	WATER	+50	FIRE	-50	DARK	-30			
	LIGHT	+30	WIND	0	CHRONO	0			
HP	7000	DEATH	100	SLEEP	100	PARA	100	FRIZING	100
AGL	145	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	100,000								

### Laramooga



PHOTO



One of the desert people killed in Operation Sweep. His hatred and bitterness combined with Malpercio's power brought him back. Wanders in: Nihal Desert

		WATER	+80	FIRE	-80	DARK	0		
		LIGHT	0	WIND	0	CHRONO	0		
HP	12,000	DEATH	100	SLEEP	100	PARA	100	FRZING	100
AGL	75	FLAMES	100	PSN	100	HDACH	100	CONF	100
EXP	120,000								



### Lord of the Spring

PHOTO  
★★★★

Guardian of the End Magnus sealed on Sadal Suud. Habitat: Moonguile Forest



HP	300	WATER	-80	FIRE	+80	DARK	0
AGL	10	LIGHT	0	WIND	0	CHRONO	0
EXP	80	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Lord of the Winds

PHOTO  
★★★★★

Guardian of the End Magnus sealed within a huge cave in Diadem. Habitat: Shrine of the Winds



HP	1900	WATER	0	FIRE	0	DARK	0
AGL	46	LIGHT	0	WIND	-80	CHRONO	+80
EXP	530	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Magnus Giganticus

PHOTO  
★★★★★

A large shadow created with leftover energy from an End Magnus. Location: Detourne, the Mystical Garden



HP	4000	WATER	+50	FIRE	+50	DARK	+50
AGL	80	LIGHT	+50	WIND	+50	CHRONO	+50
EXP	4700	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Malpercio (1)

PHOTO  
★★★★

The various body parts of dead gods have been crudely fused together to form Malpercio. It's a giant walking corpse, but possesses divine and enigmatic powers. Appearance: Algorab Village



HP	10,000	WATER	+20	FIRE	-20	DARK	-70
AGL	143	LIGHT	+70	WIND	-30	CHRONO	+30
EXP	130,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Malpercio (2)

PHOTO  
★★★★

The various body parts of dead gods have been crudely fused together to form Malpercio. It's a giant walking corpse, but possesses divine and enigmatic powers. Appearance: Algorab Village



HP	16,000	WATER	0	FIRE	0	DARK	-50
AGL	180	LIGHT	+50	WIND	+20	CHRONO	-20
EXP	200,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Malpercio (3)

PHOTO  
★★★★



HP	20,000	WATER	0	FIRE	0	DARK	-80
AGL	215	LIGHT	+80	WIND	0	CHRONO	0
EXP	0	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Naiad

PHOTO  
★★★★

Dark soldier and servant of the wicked god. Master of "fire-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most. Habitat: Interdimensional Crack



HP	1400	WATER	+30	FIRE	-30	DARK	-50
AGL	115	LIGHT	+50	WIND	0	CHRONO	0
EXP	5000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Nunkirantula

PHOTO  
★★★★

A crystal life-form that doesn't exist in our world. Looks quite solid, but looks can be deceiving. Truly a rare specimen! Habitat: Nunki Valley



HP	350	WATER	-50	FIRE	+50	DARK	+30
AGL	16	LIGHT	-30	WIND	+30	CHRONO	-30
EXP	130	DEATH	0	SLEEP	0	PARA	0
		FLAMES	0	PSN	0	HDACH	0
				FRZING	50	CONF	0

### Phantasm

PHOTO  
★★★★

Guardian of the End Magnus sealed in Mira, beneath Duke Calbren's Manor. Habitat: Coccolith, Labyrinth of Mirrors



HP	4200	WATER	0	FIRE	0	DARK	+80
AGL	90	LIGHT	-80	WIND	+50	CHRONO	-50
EXP	10,400	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Rampulus

PHOTO  
★★★★

Strange creature from an outer dimension. Can't study it while it's in another dimension, but it seems to react to human consciousness. Habitat: Phantom Goldoba



HP	13,000	WATER	0	FIRE	0	DARK	-80
AGL	165	LIGHT	+80	WIND	+50	CHRONO	-50
EXP	120,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Sabre Dragon

PHOTO  
★★★★★

An unusually large carnivore thought to be a member of the dragon family. Habitat: Moonguile Forest



HP	230	WATER	+80	FIRE	-80	DARK	0
AGL	9	LIGHT	0	WIND	0	CHRONO	0
EXP	40	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100

### Savyna

PHOTO  
★★★★



HP	3300	WATER	0	FIRE	0	DARK	0
AGL	68	LIGHT	0	WIND	0	CHRONO	0
EXP	0	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
				FRZING	100	CONF	100





### Sibling God: Ar



A nameless god sacrificed parts of its body to aid the formation of Malpercio. Flames of darkness exist where arms once were.  
Appearance: Cor Hydrae Castle

HP	14,000	WATER	+100	FIRE	-100	DARK	0
AGL	195	LIGHT	0	WIND	0	CHRONO	0
EXP	150,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Tentacle



Tentacle of the Tree Guardian watching over the End Magnus in Anuenue. Very skillful and slithery! Habitat: Atop the Celestial Tree

HP	500	WATER	-80	FIRE	+80	DARK	+30
AGL	56	LIGHT	-30	WIND	0	CHRONO	0
EXP	100	DEATH	80	SLEEP	50	PARA	50
		FLAMES	50	PSN	50	HDACH	50
						CONF	50



### Sibling God: Bo



A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a body once was.  
Appearance: Cor Hydrae Castle

HP	14,000	WATER	-100	FIRE	+100	DARK	0
AGL	195	LIGHT	0	WIND	0	CHRONO	0
EXP	150,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Thalassa



Dark soldier and servant of the wicked god. Master of "water-based" attributes. Its huge half-man, half-horse physique alone strikes fear in the hearts of most. Habitat: Interdimensional Crack

HP	2300	WATER	-30	FIRE	+30	DARK	-50
AGL	116	LIGHT	+50	WIND	0	CHRONO	0
EXP	10,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Sibling God: Che



A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a chest once was.  
Appearance: Cor Hydrae Castle

HP	14,000	WATER	0	FIRE	0	DARK	0
AGL	195	LIGHT	0	WIND	+100	CHRONO	-100
EXP	150,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Thunderfish



Hideous fish creature residing in the Celestial River. Due to a lack of sightings, people thought it had gone extinct. Habitat: Lesser Celestial River

HP	1000	WATER	-50	FIRE	+50	DARK	+50
AGL	30	LIGHT	-50	WIND	0	CHRONO	0
EXP	260	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Sibling God: He



A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a head once was.  
Appearance: Cor Hydrae Castle

HP	14,000	WATER	0	FIRE	0	DARK	+100
AGL	195	LIGHT	-100	WIND	0	CHRONO	0
EXP	68	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Tree Guardian



Guardian of the End Magnus sealed in Anuenue. Habitat: Atop the Celestial Tree

HP	2700	WATER	-50	FIRE	+50	DARK	+20
AGL	30	LIGHT	-20	WIND	0	CHRONO	0
EXP	1500	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Sibling God: Le



A nameless god sacrificed parts of its body to aid the formation of Malpercio. Flames of darkness exist where legs once were.  
Appearance: Cor Hydrae Castle

HP	14,000	WATER	0	FIRE	0	DARK	0
AGL	195	LIGHT	0	WIND	-100	CHRONO	+100
EXP	150,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



### Ungyo



A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Ungyo has "water-based" attributes. Appearance: Zosma Tower

HP	7000	WATER	-80	FIRE	+80	DARK	0
AGL	185	LIGHT	0	WIND	0	CHRONO	0
EXP	60,000	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

?????



### Sikri

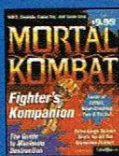
Creature from another dimension. It's known for being full of secrets. Rather shy. Habitat: Outer Dimension

HP	3000	WATER	0	FIRE	0	DARK	+80
AGL	82	LIGHT	-80	WIND	+50	CHRONO	-50
EXP	7400	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100

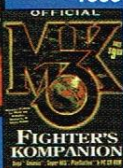
HP	15,000	WATER	0	FIRE	0	DARK	0
AGL	240	LIGHT	0	WIND	0	CHRONO	0
EXP	0	DEATH	100	SLEEP	100	PARA	100
		FLAMES	100	PSN	100	HDACH	100
						CONF	100



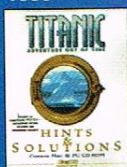
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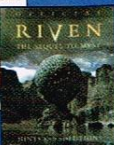
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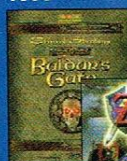
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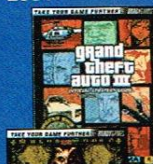
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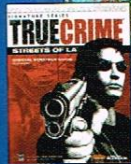
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# Baten Kaitos

Official Strategy Guide

By David Cassady

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# Embark on an incredible voyage to unlock the mystery of the lost ocean.

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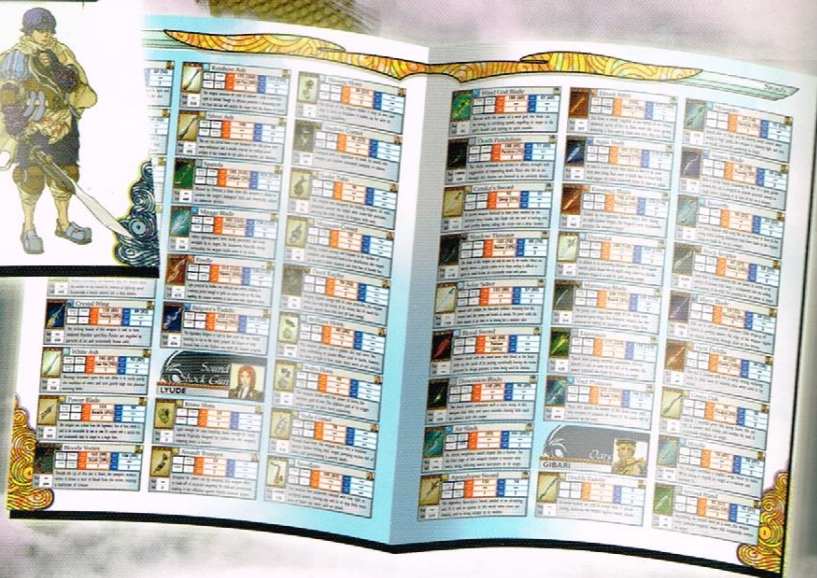


A detailed **walkthrough** takes you through enemies in each area, provides detailed information and tactics for **boss battles**, and solves every puzzle you encounter.

## Quzman Genealogy Quest

1. Quzman
2. Taymiya
3. Sallam
4. Rushd
5. Sabin

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